

FIG. 2

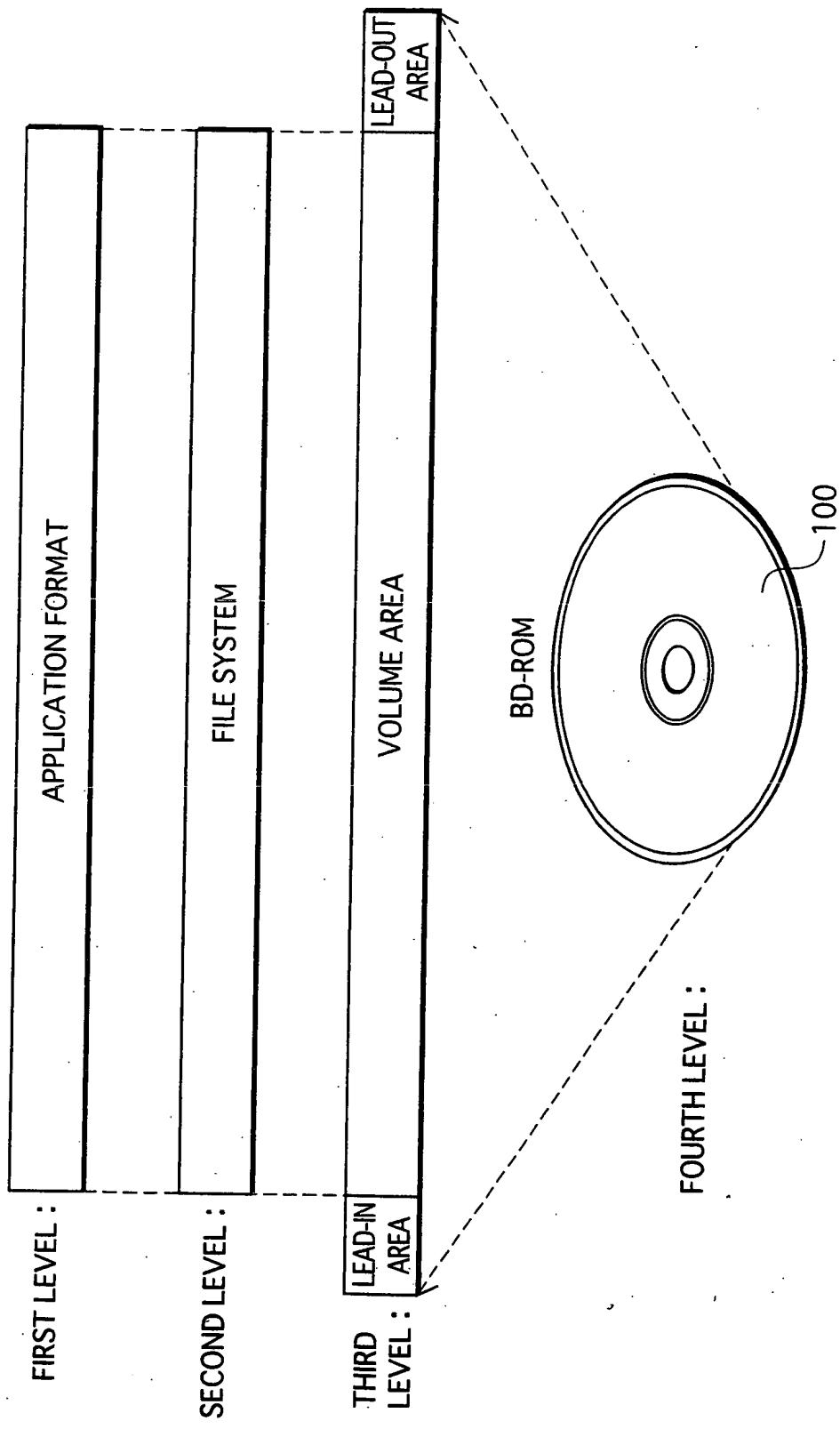
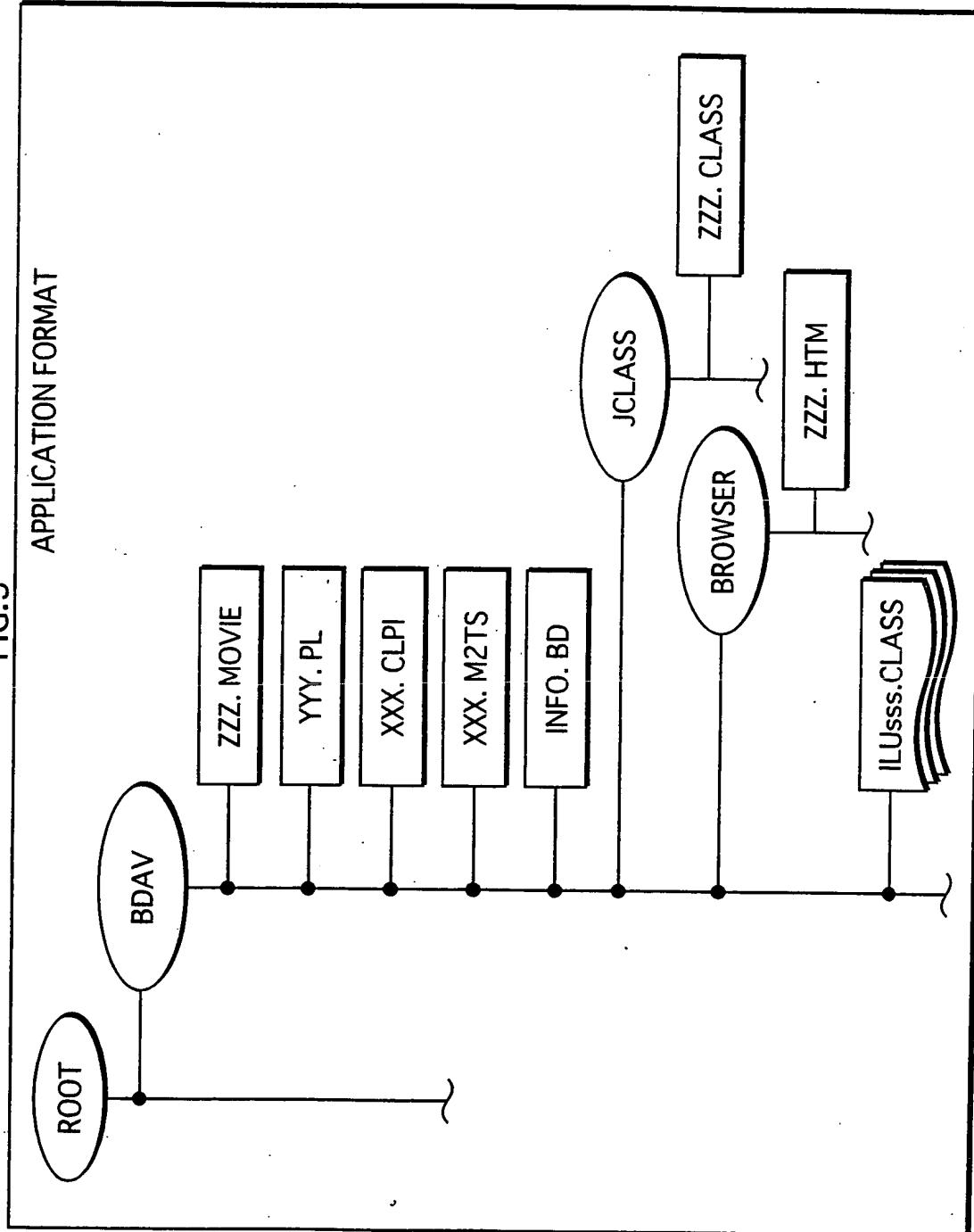
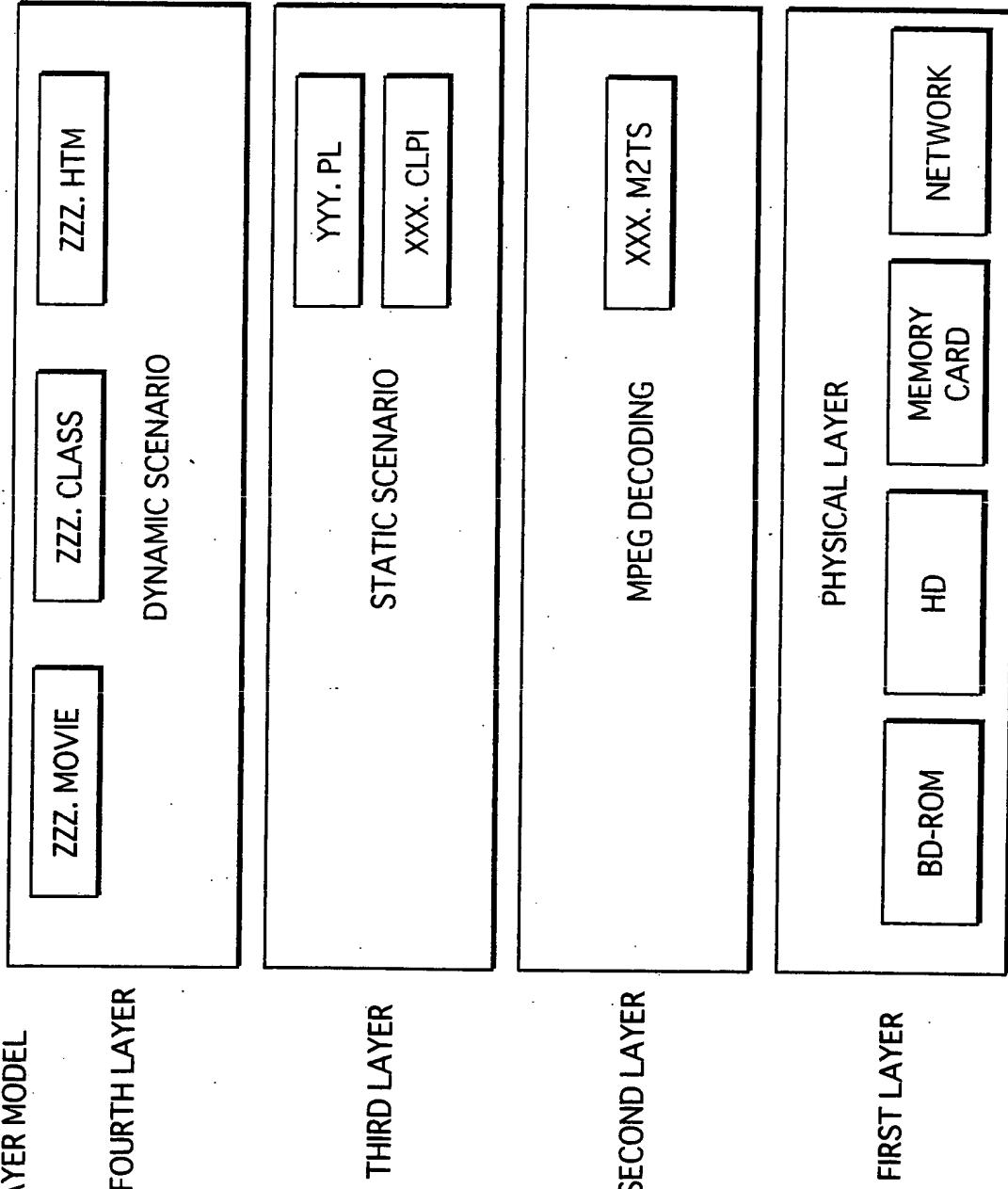


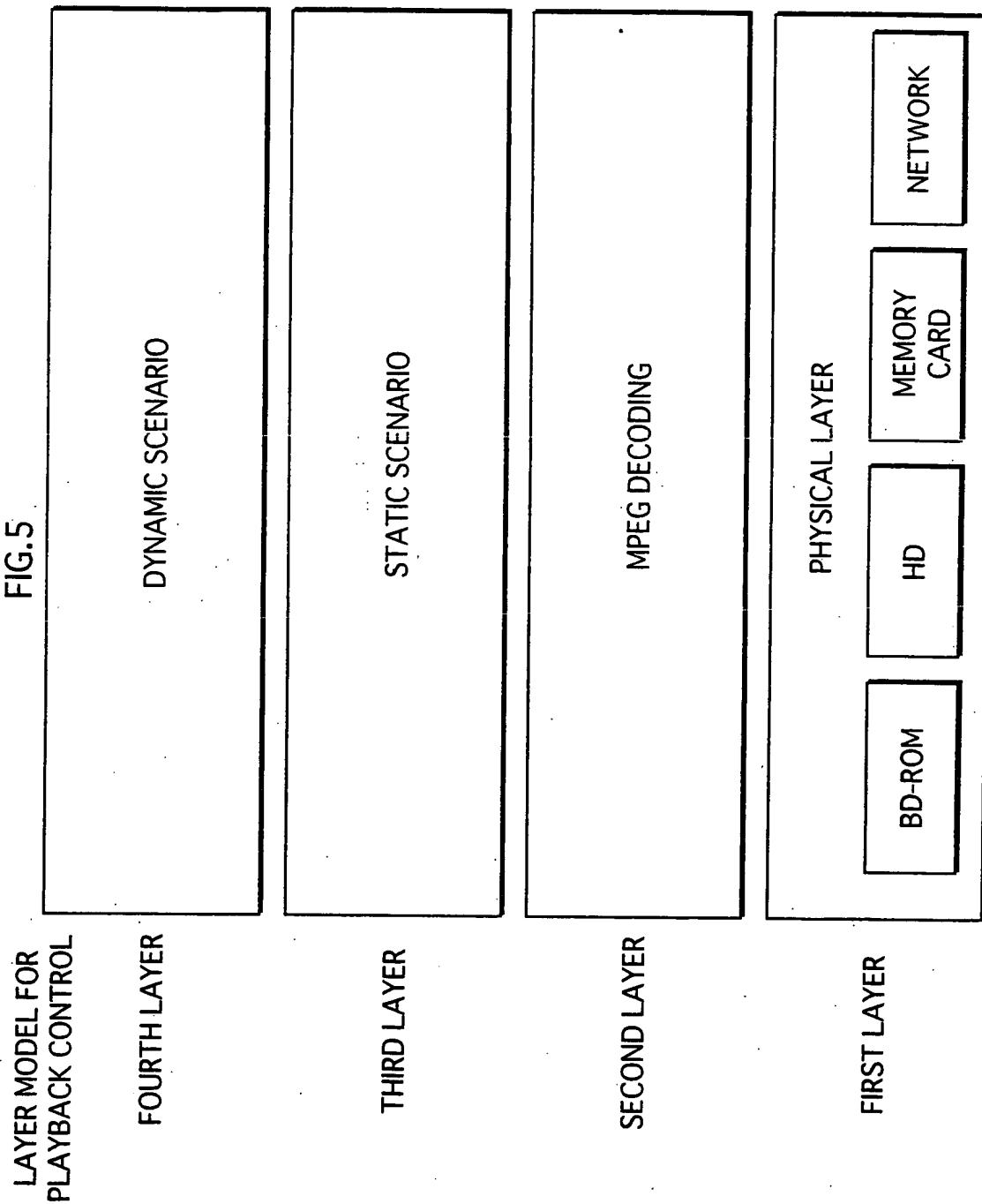
FIG. 3
APPLICATION FORMAT



FILE CLASSIFICATION
IN LAYER MODEL

FIG.4





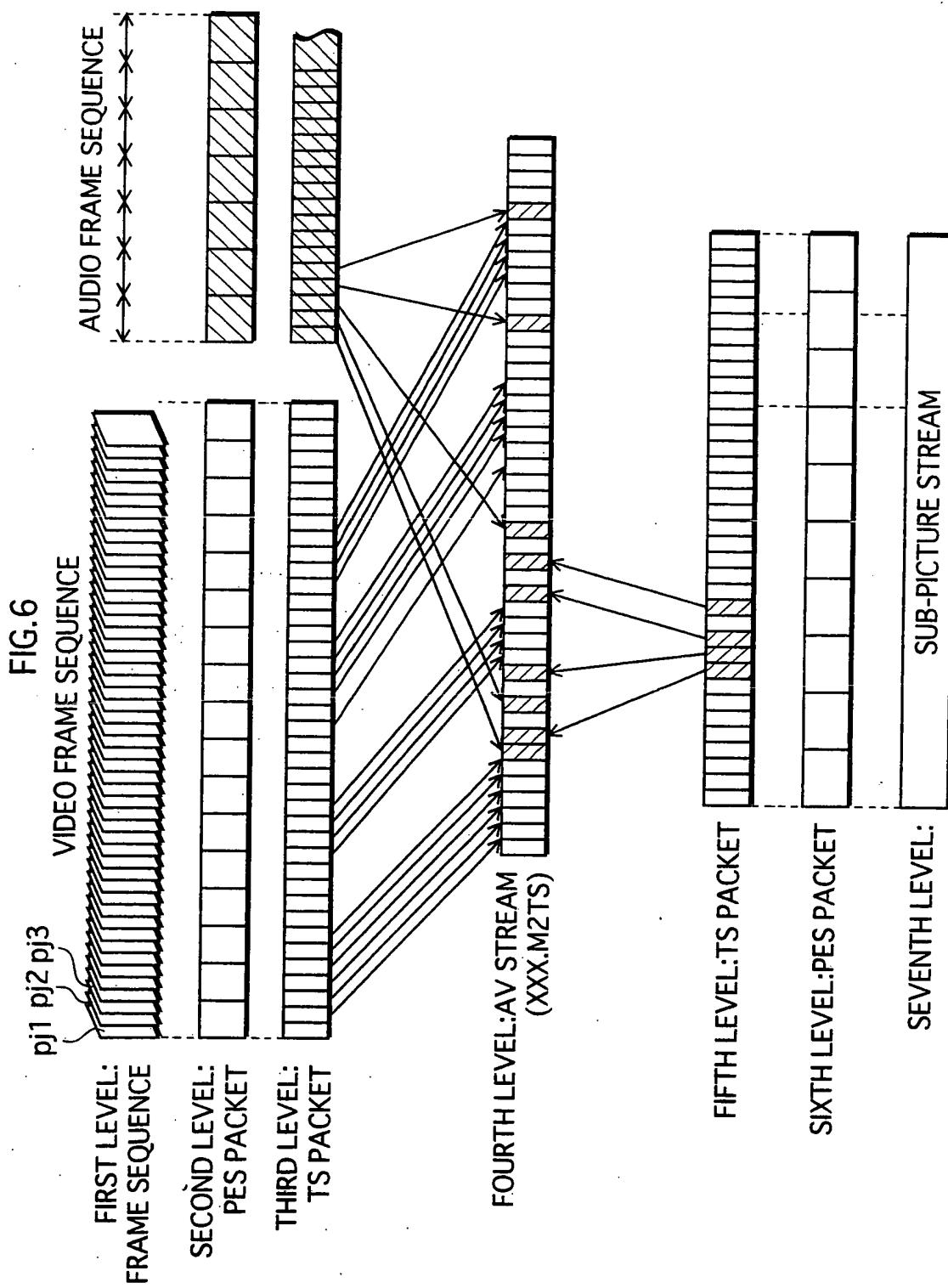


FIG.7

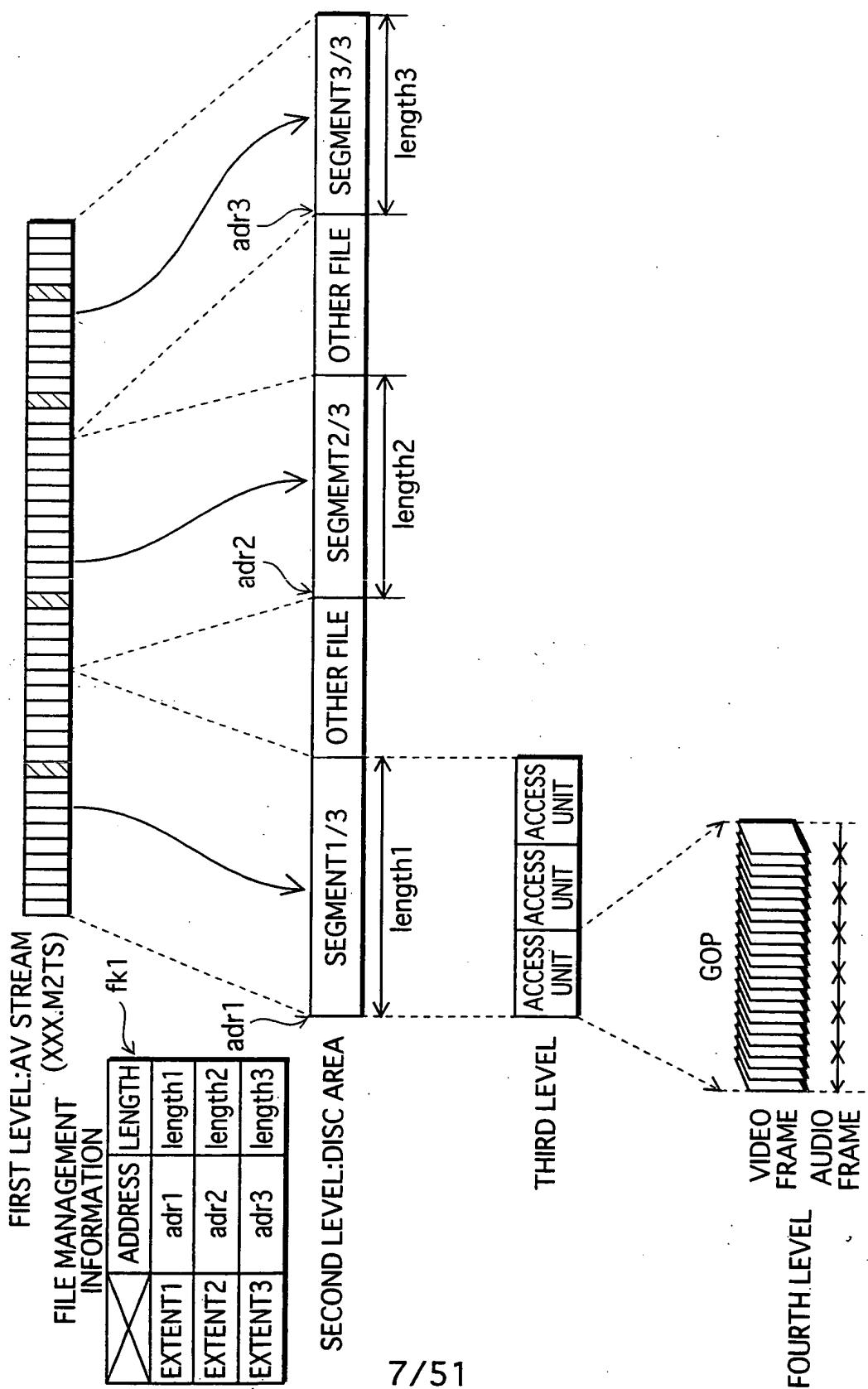


FIG.8

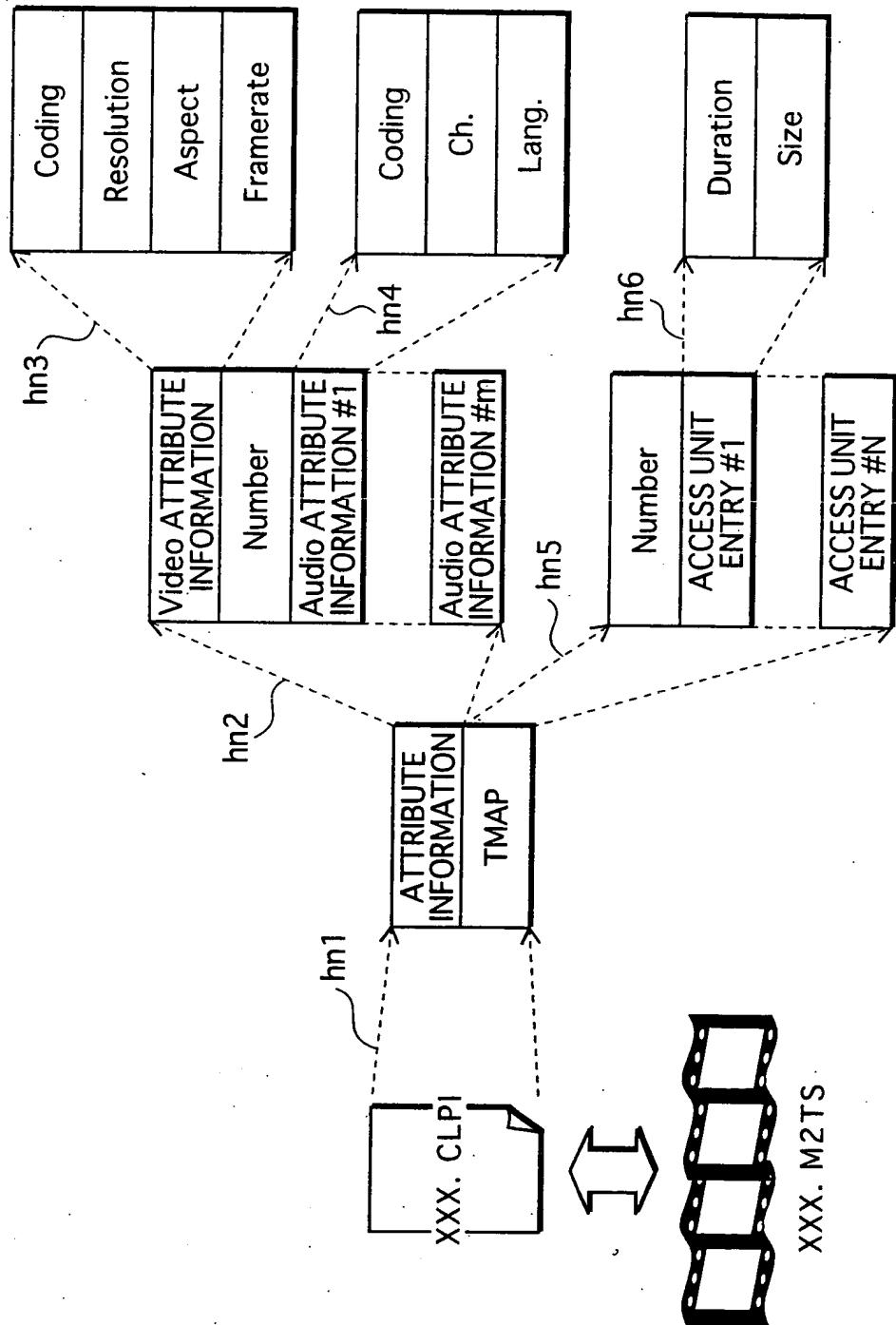


FIG. 9

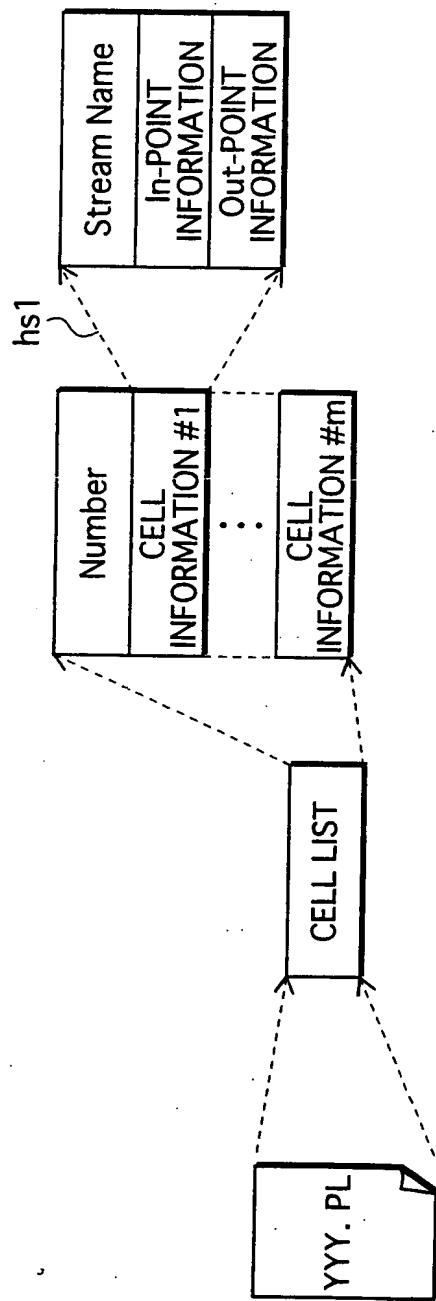


FIG. 10

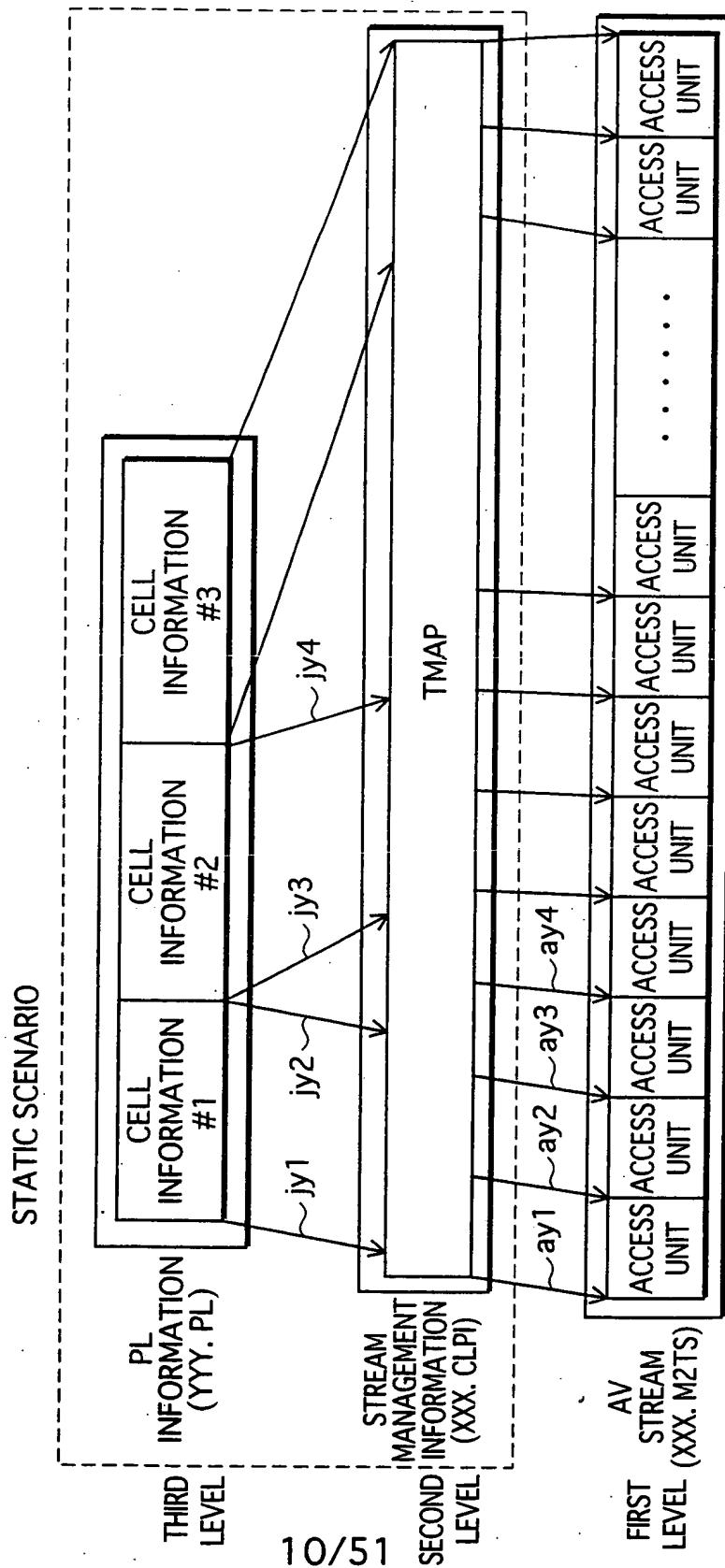
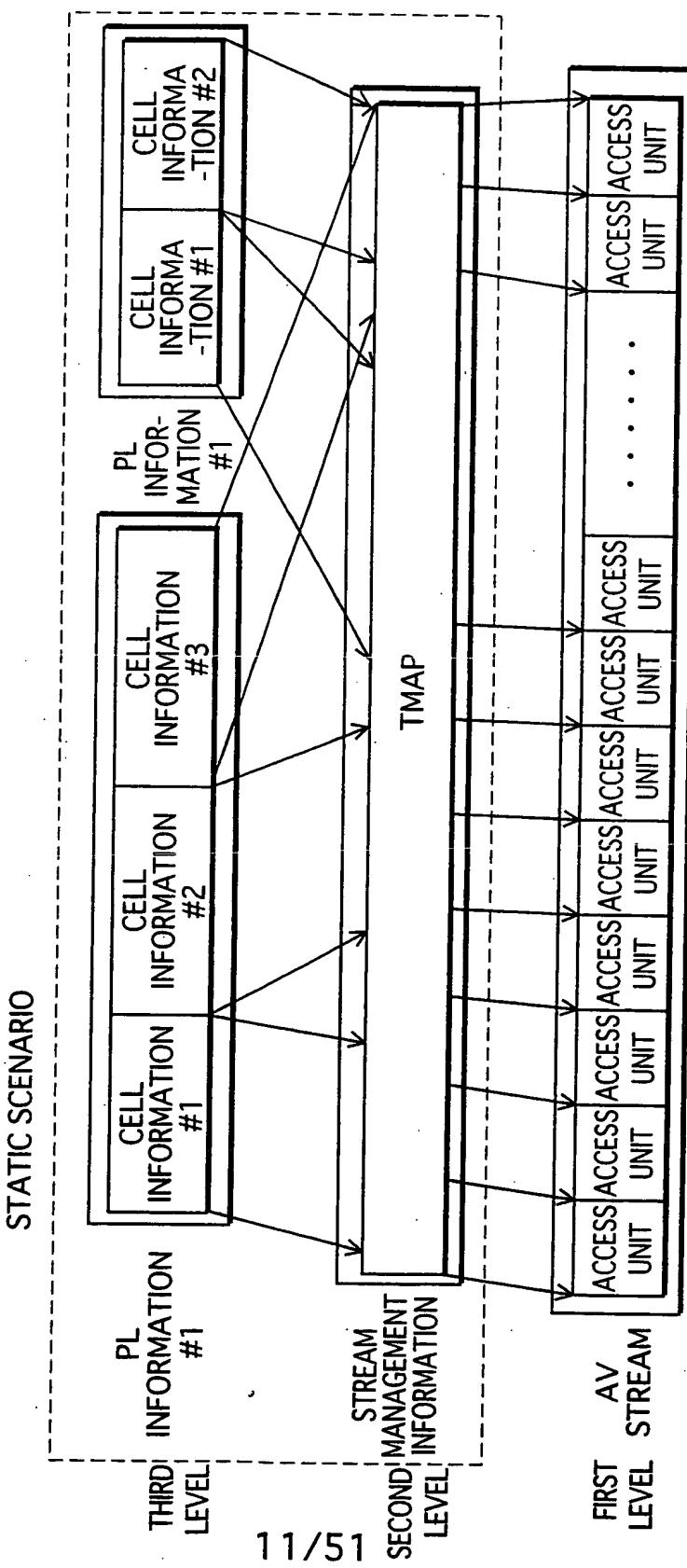


FIG. 11



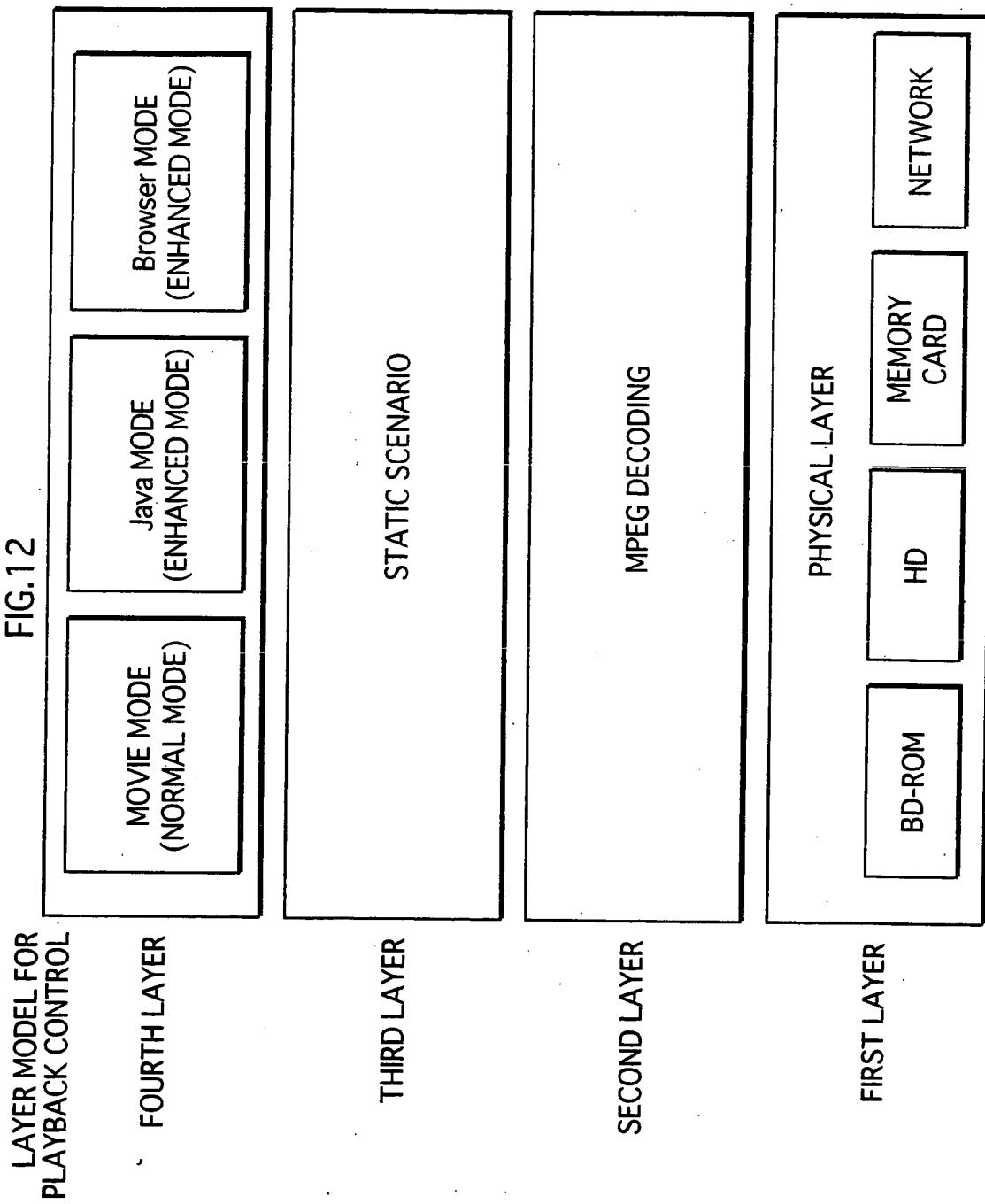
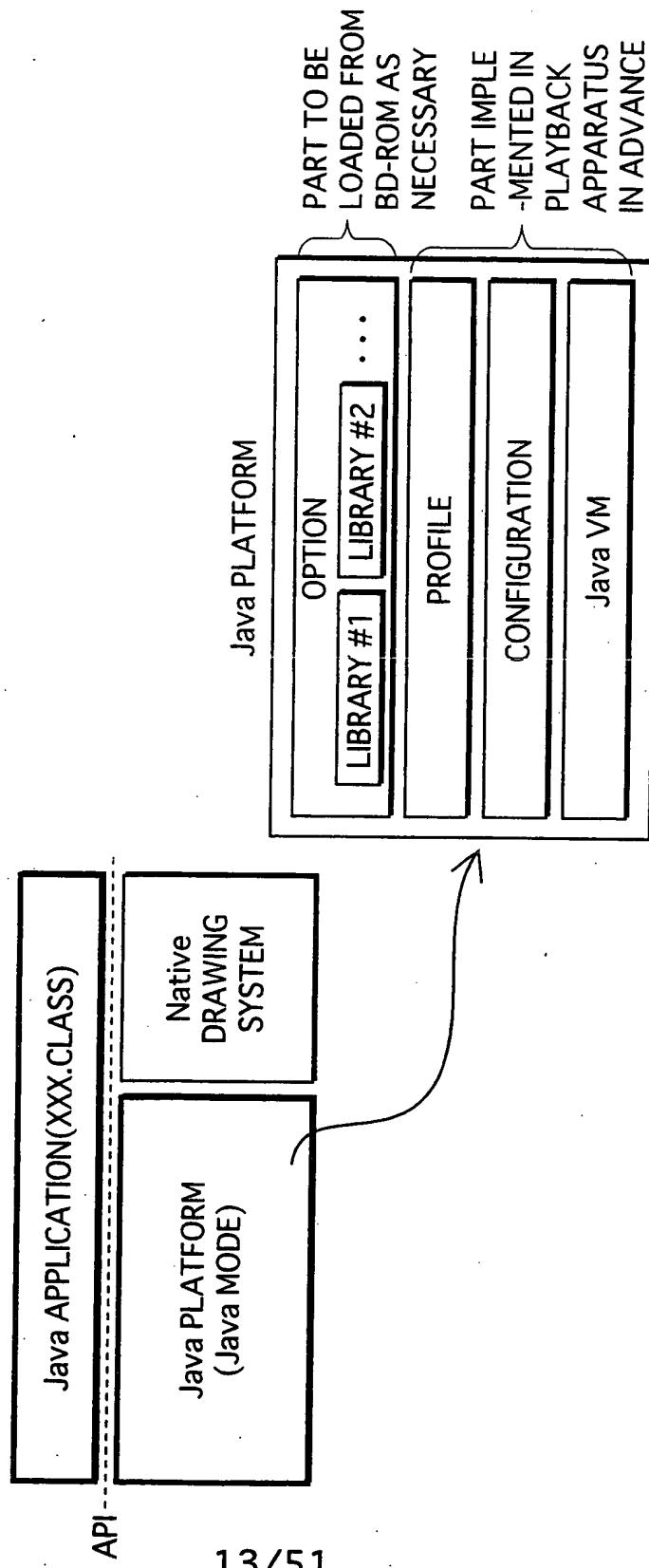


FIG. 13
LAYER MODEL OF CONTROL SOFTWARE THAT Java LANGUAGE TARGETS



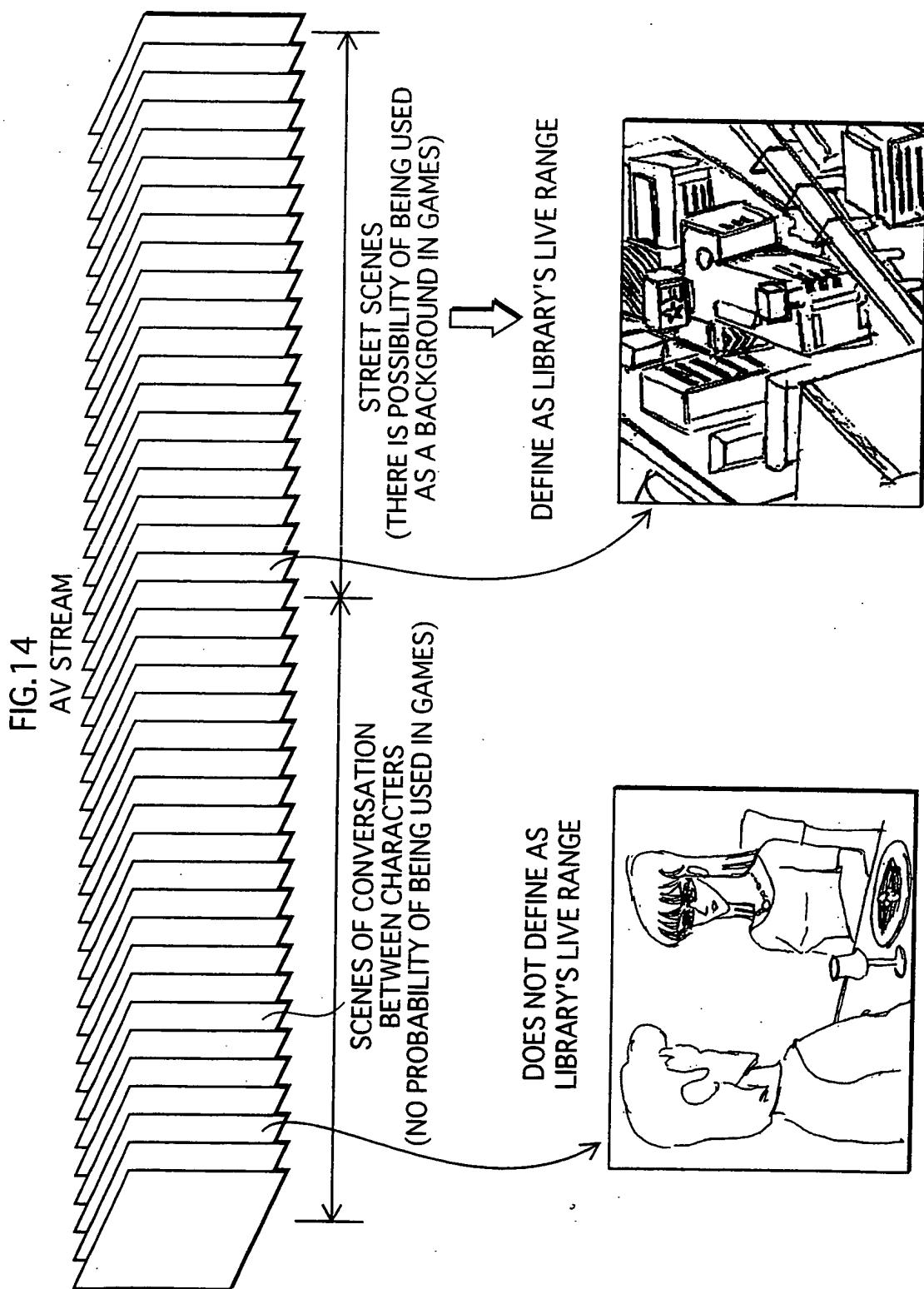


FIG. 15A

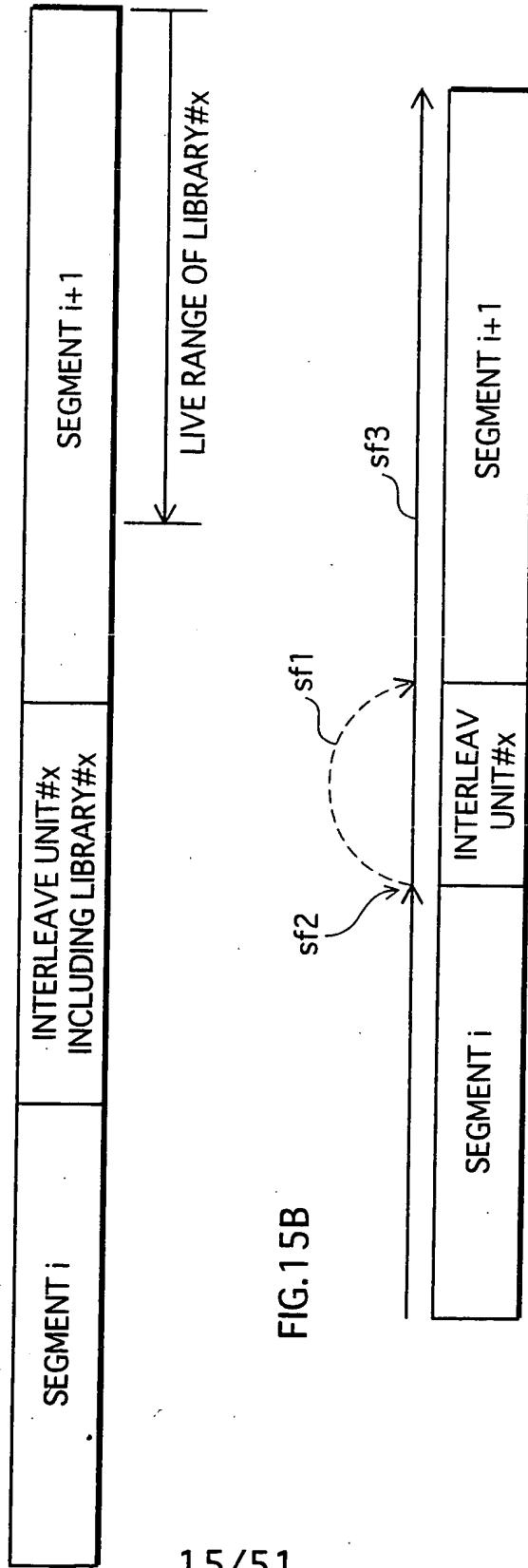


FIG. 15B

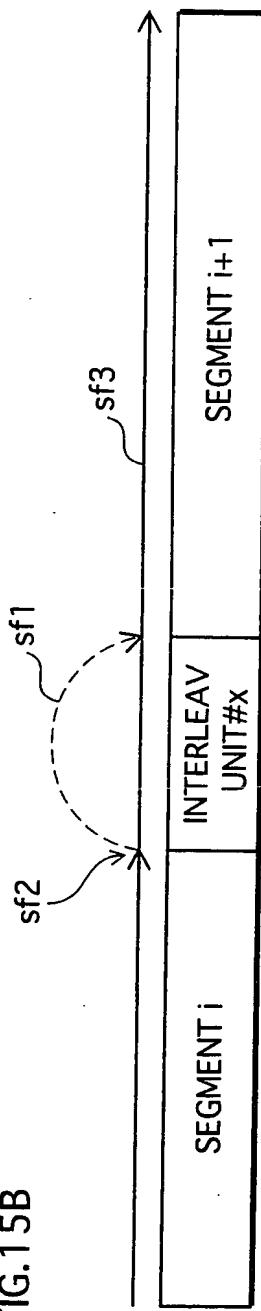


FIG. 16

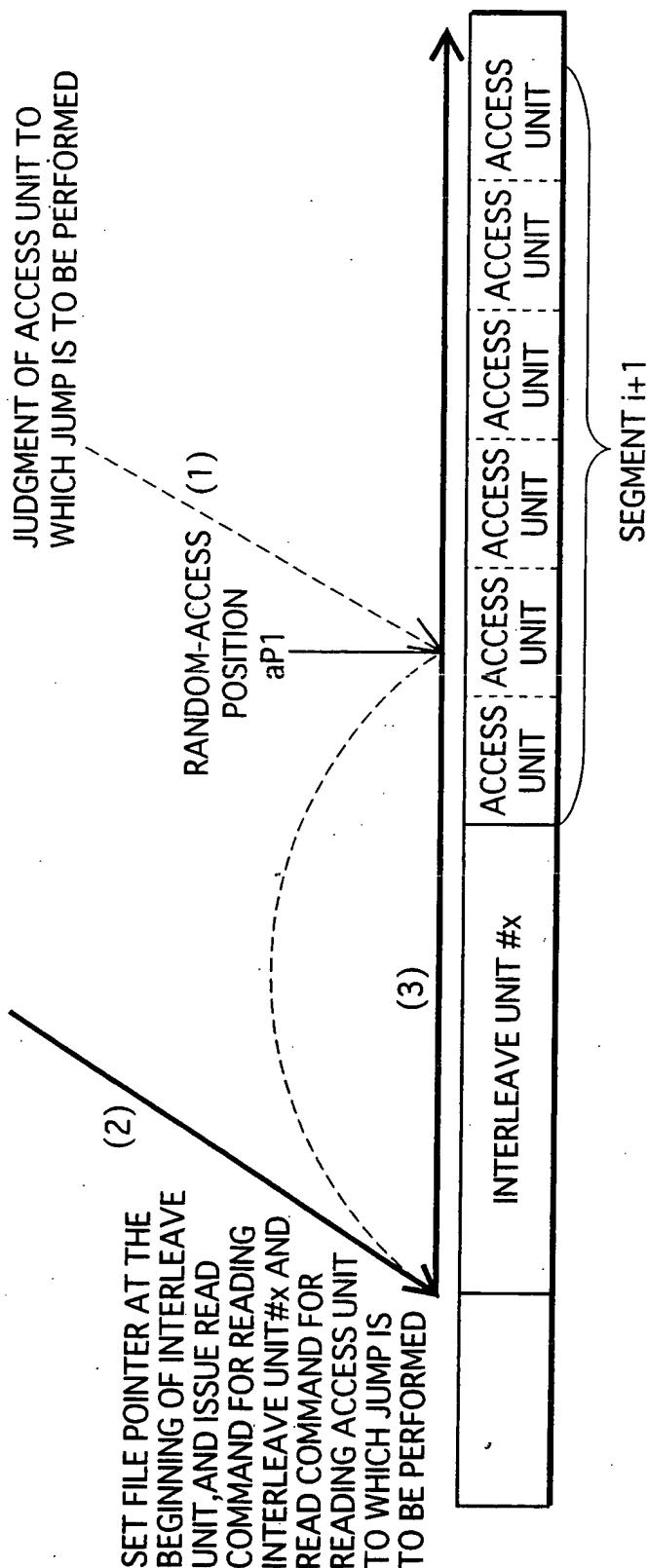


FIG. 17

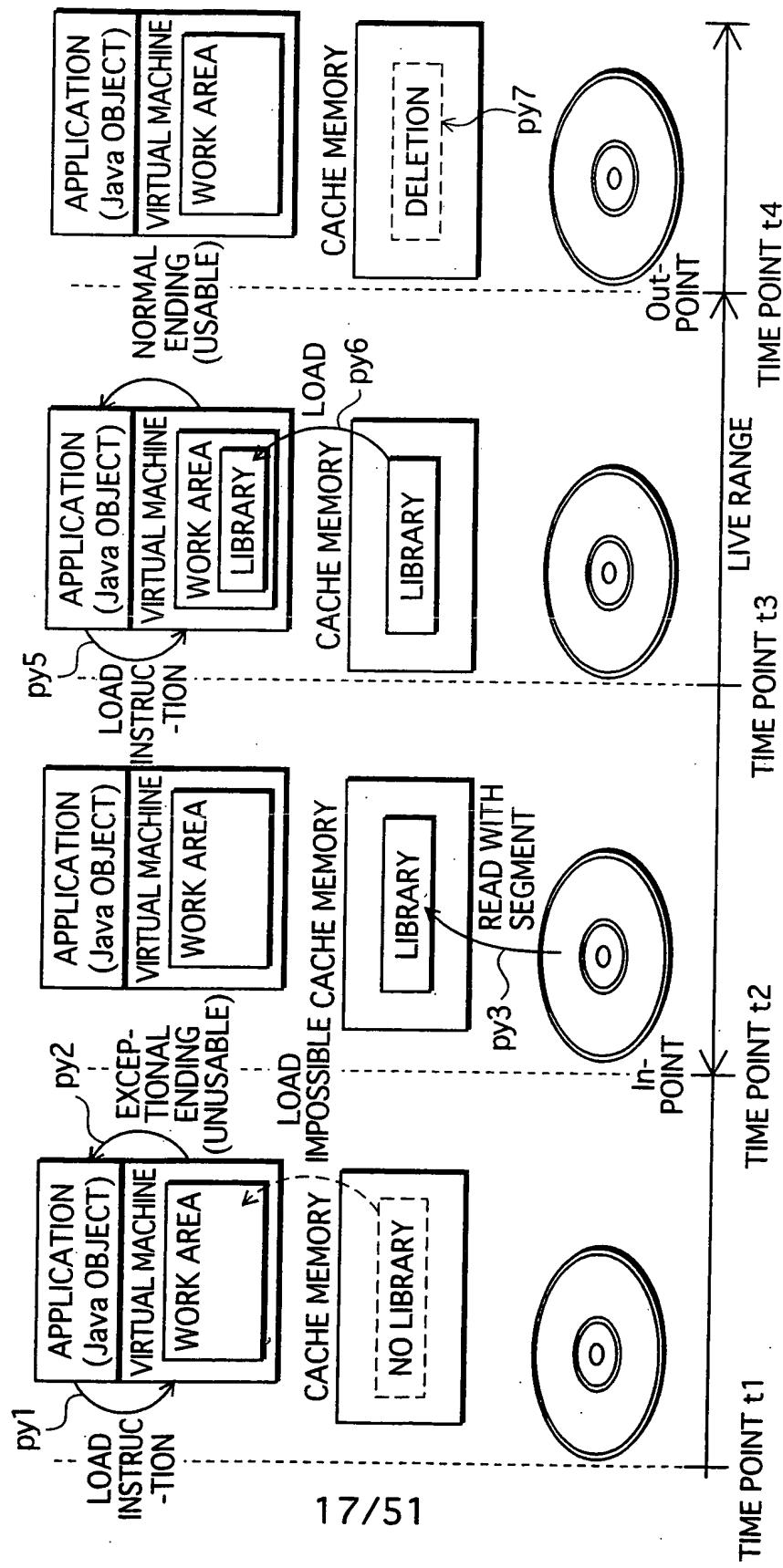


FIG.18

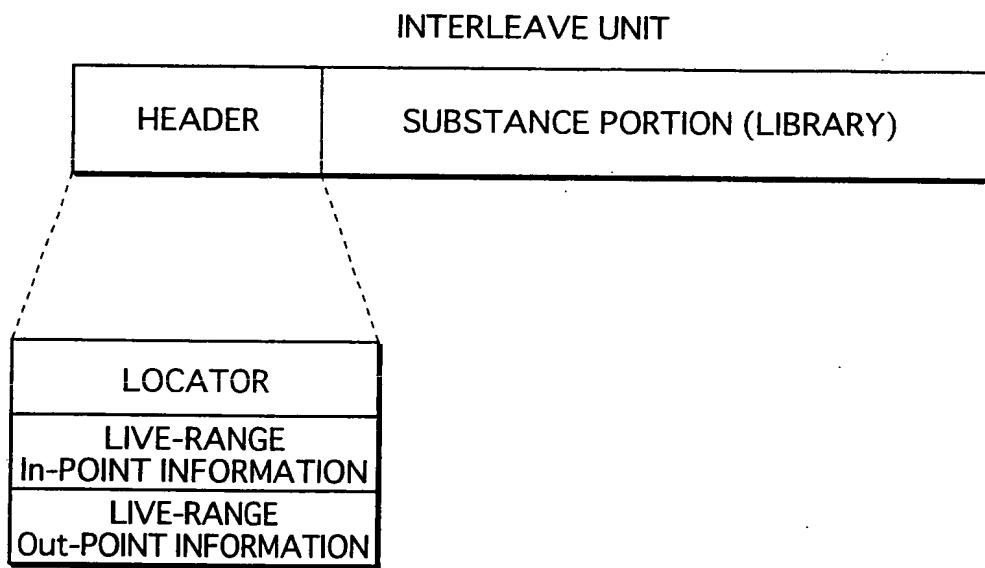


FIG.19

TIME MAP

	Duration	Size	PRECEDING INTERLEAVE UNIT
ACCESS UNIT#1	0	0	ILU001
ACCESS UNIT#20	135,000	8,000	ILU002
ACCESS UNIT#30	270,000	16,000	ILU003

FIG.20

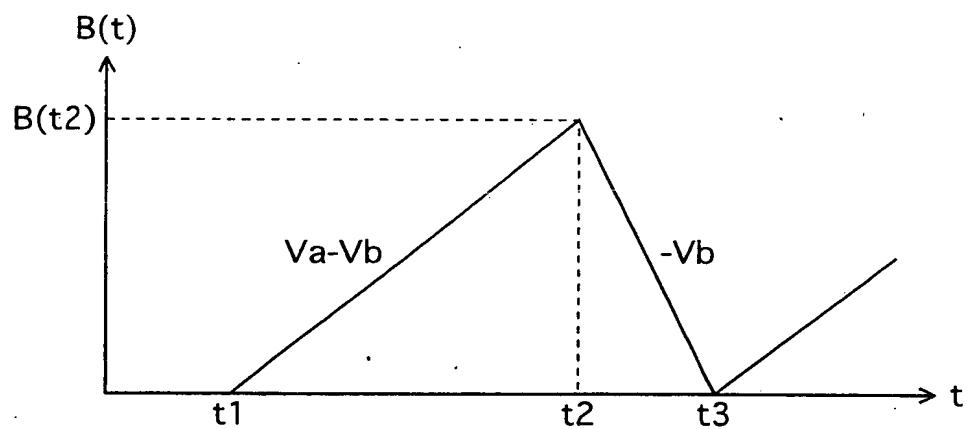
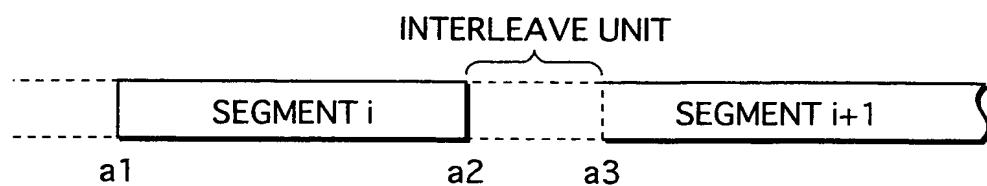


FIG.21

GAME IN Java MODE

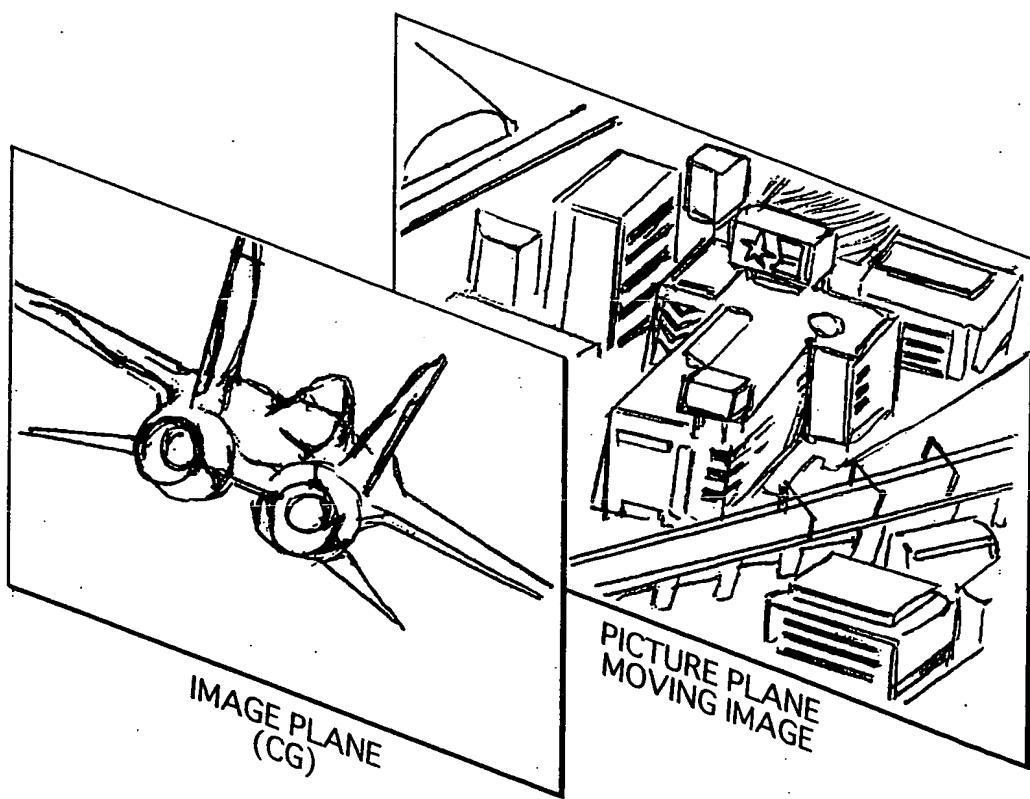


FIG.22A

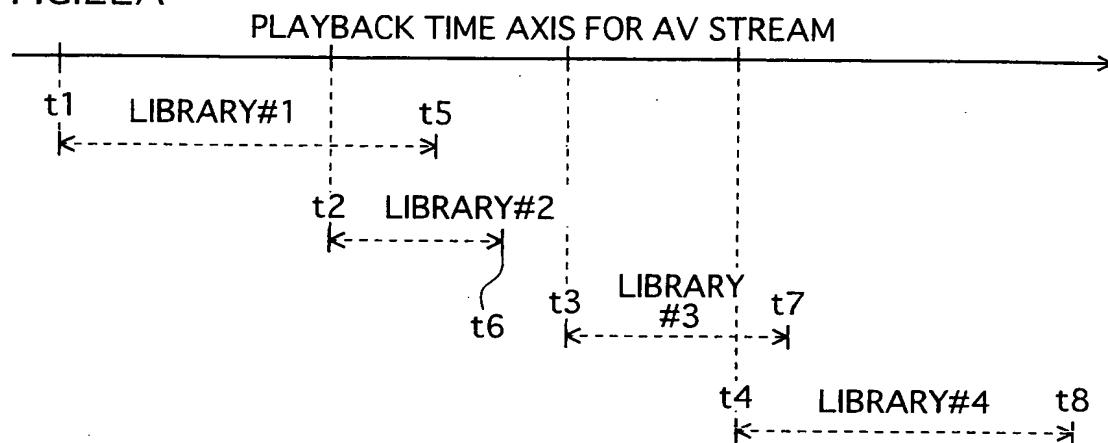


FIG.22B

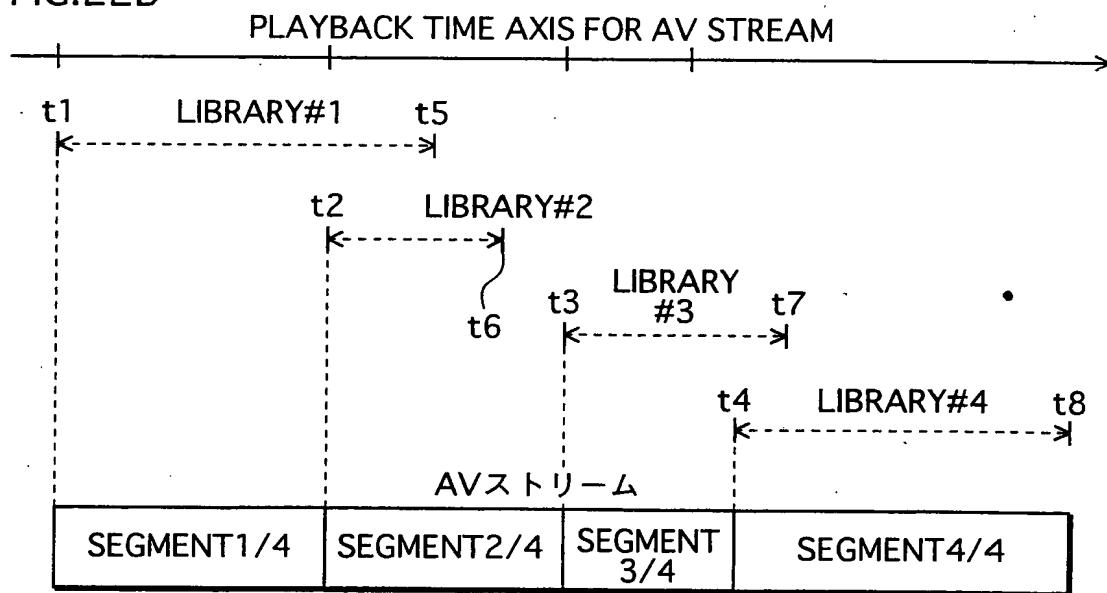


FIG.23

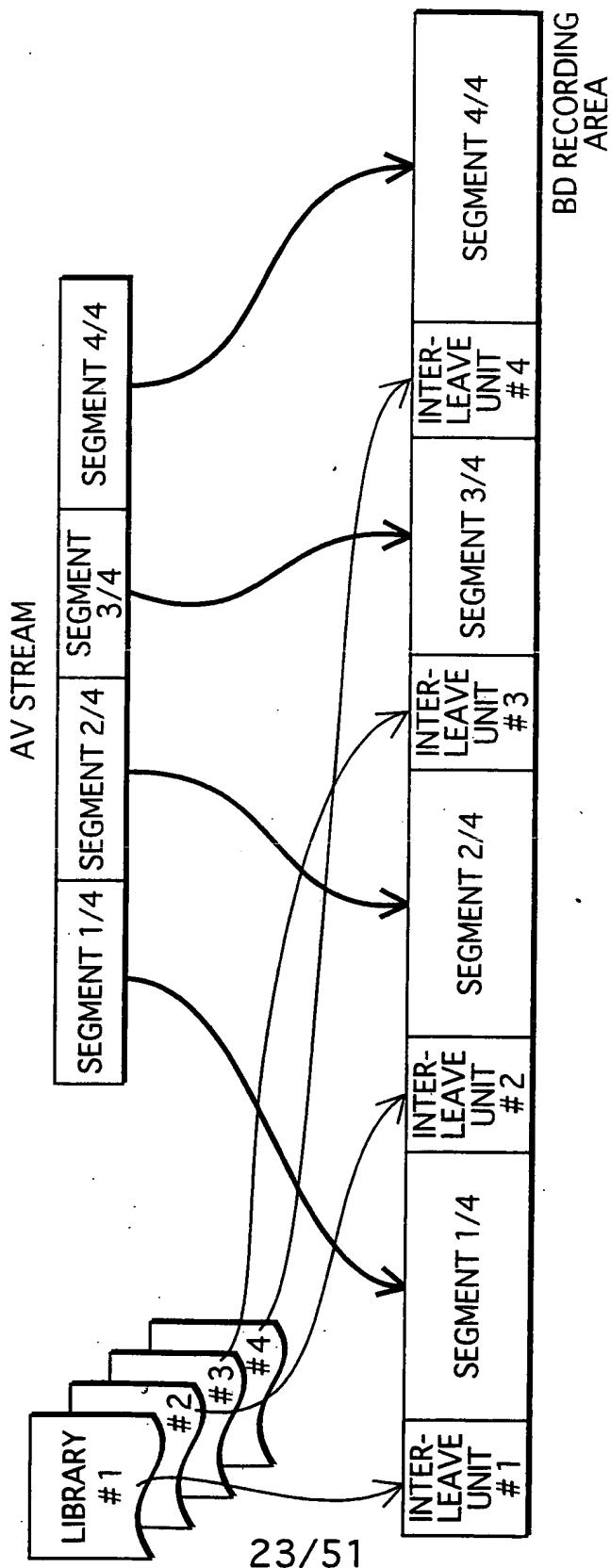


FIG.24

INTERLEAVE UNIT # 1

LIVE RANGE In-POINT . . . t1 LIVE RANGE Out-POINT . . . t5	LIBRARY # 1
---	-------------

INTERLEAVE UNIT # 2

LIVE RANGE In-POINT . . . t2 LIVE RANGE Out-POINT . . . t6	LIBRARY # 2
---	-------------

INTERLEAVE UNIT # 3

LIVE RANGE In-POINT . . . t3 LIVE RANGE Out-POINT . . . t7	LIBRARY # 3
---	-------------

INTERLEAVE UNIT # 4

LIVE RANGE In-POINT . . . t4 LIVE RANGE Out-POINT . . . t8	LIBRARY # 4
---	-------------

FIG.25

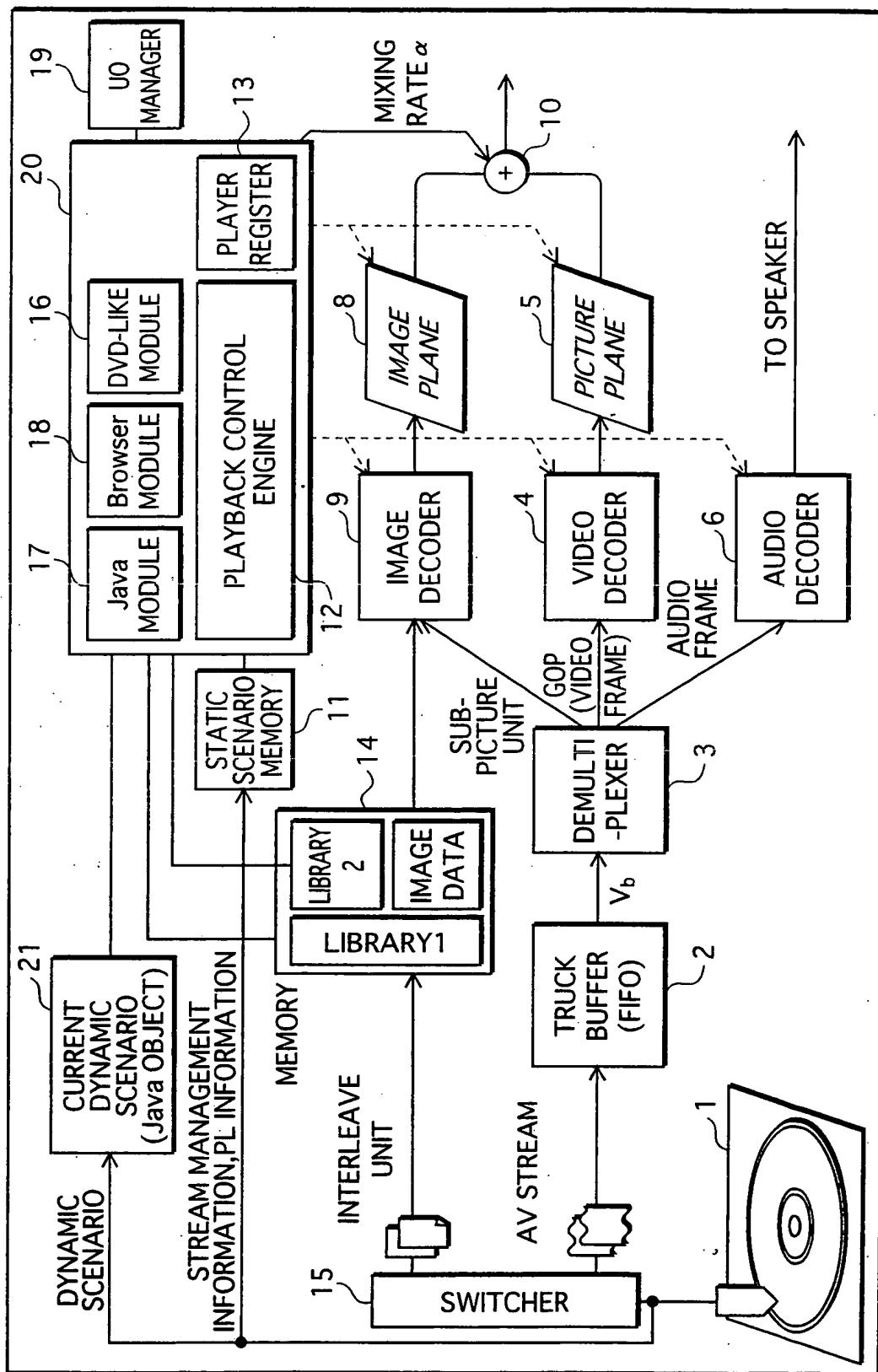


FIG.26 EXECUTING PROCEDURE OF PLPlay FUNCTION

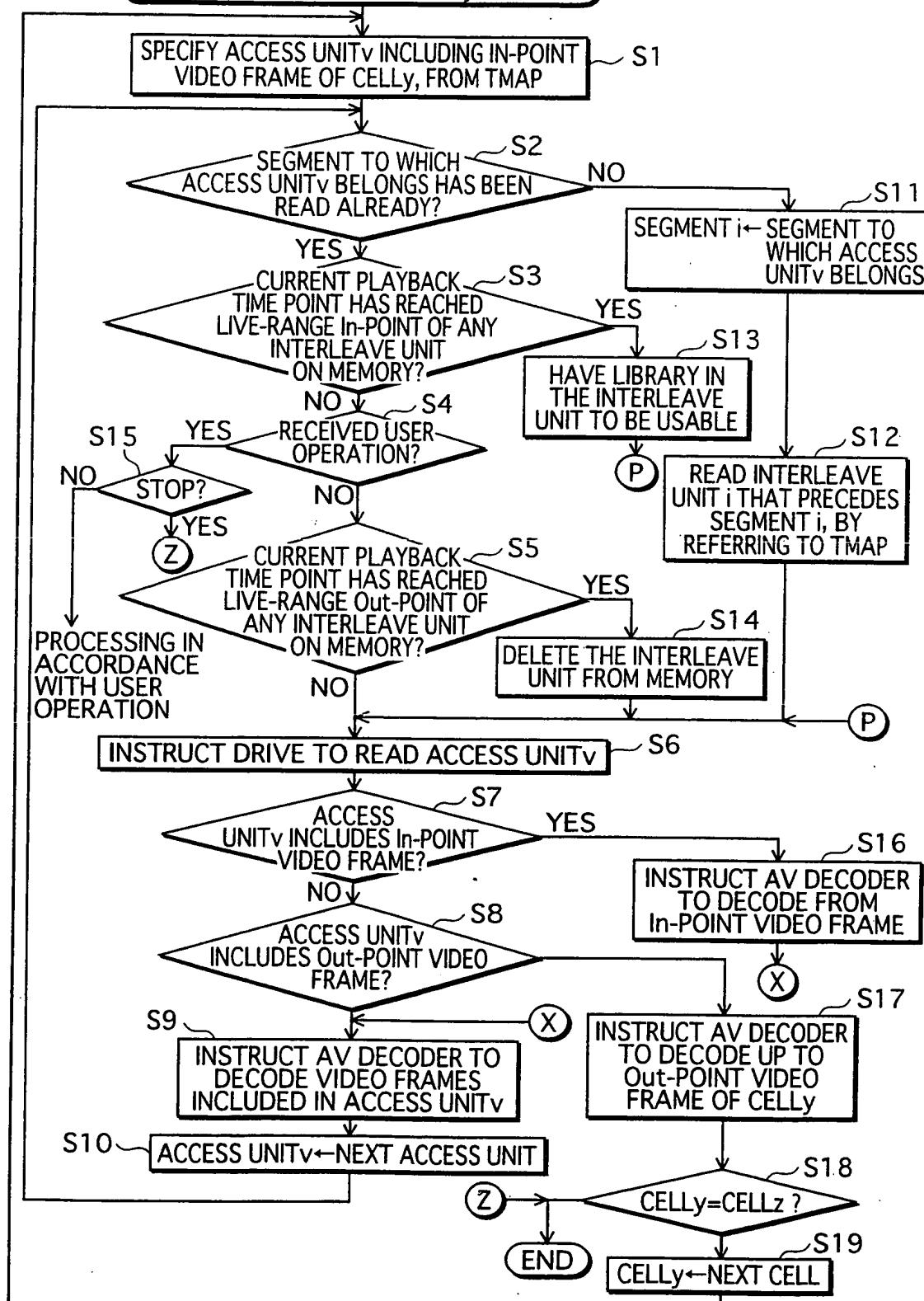


FIG.27

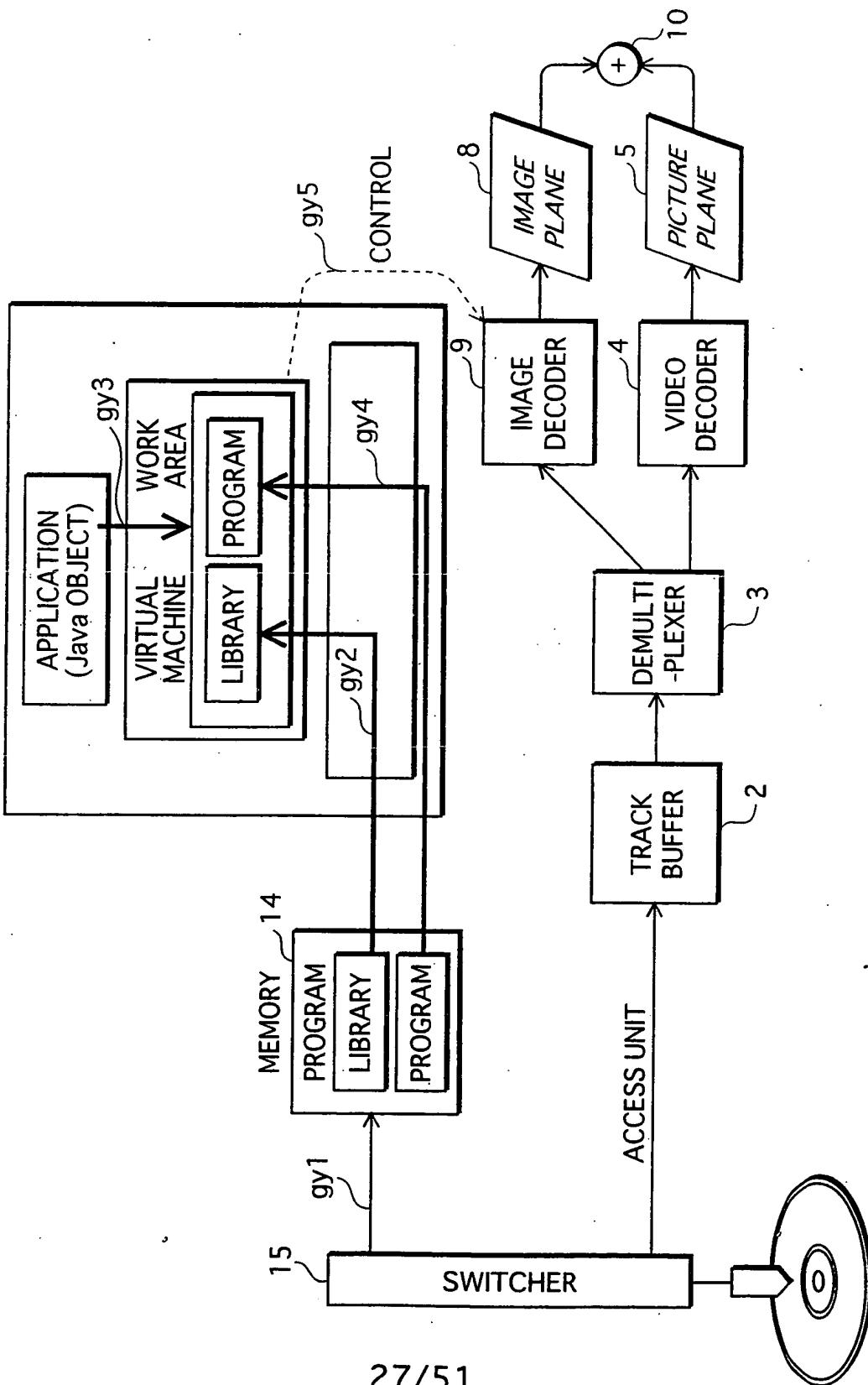


FIG.28

LAYER MODEL OF CONTROL SOFTWARE THAT Java LANGUAGE TARGETS

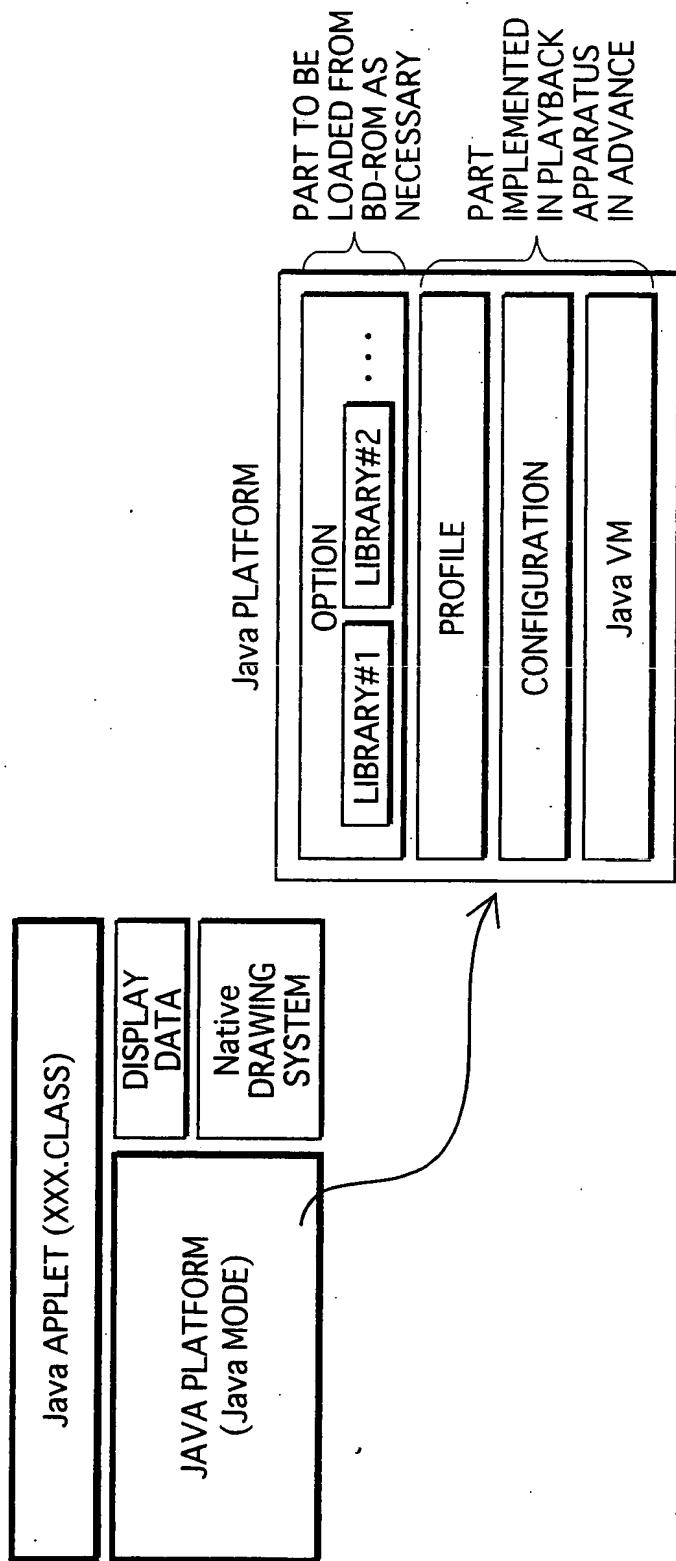


FIG.29

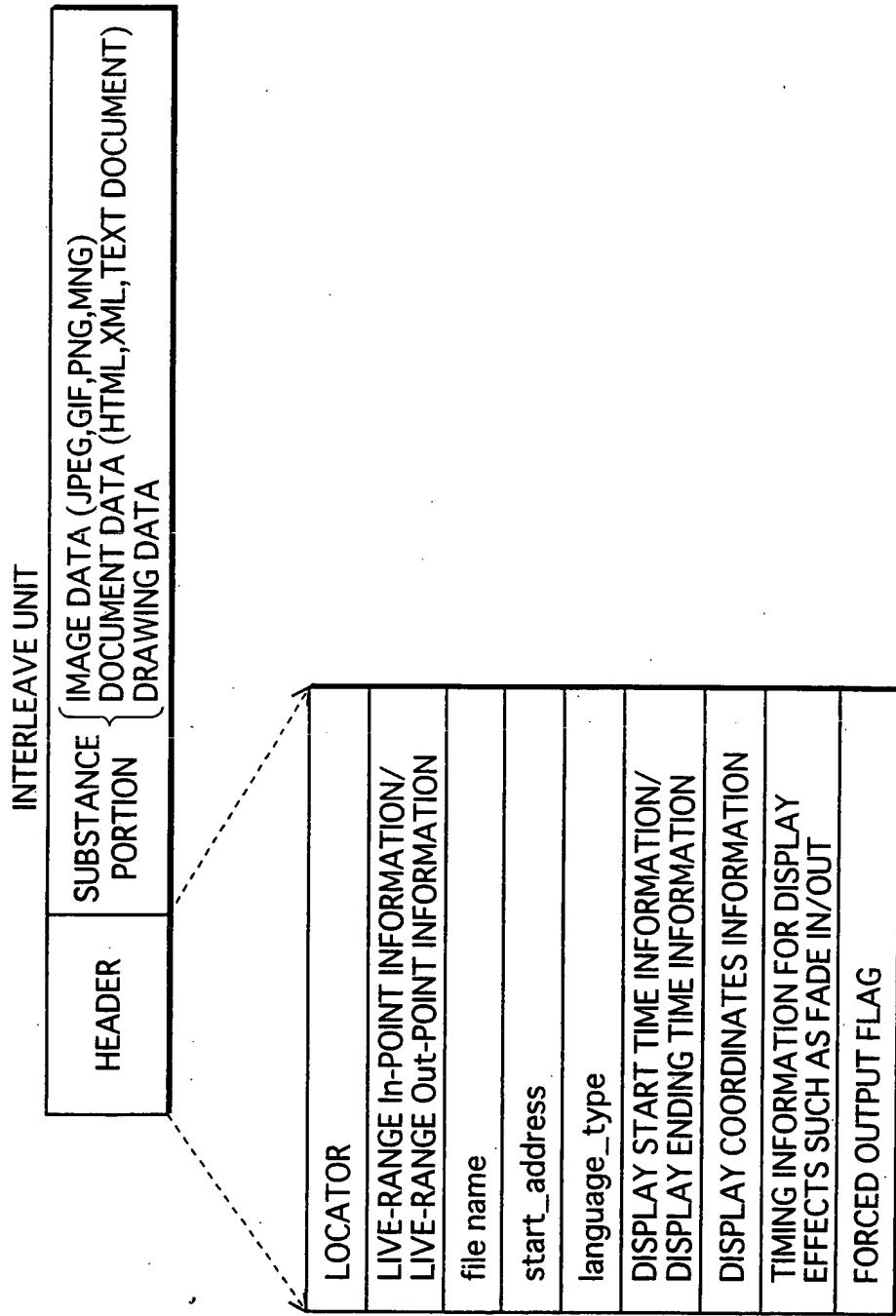


FIG.30

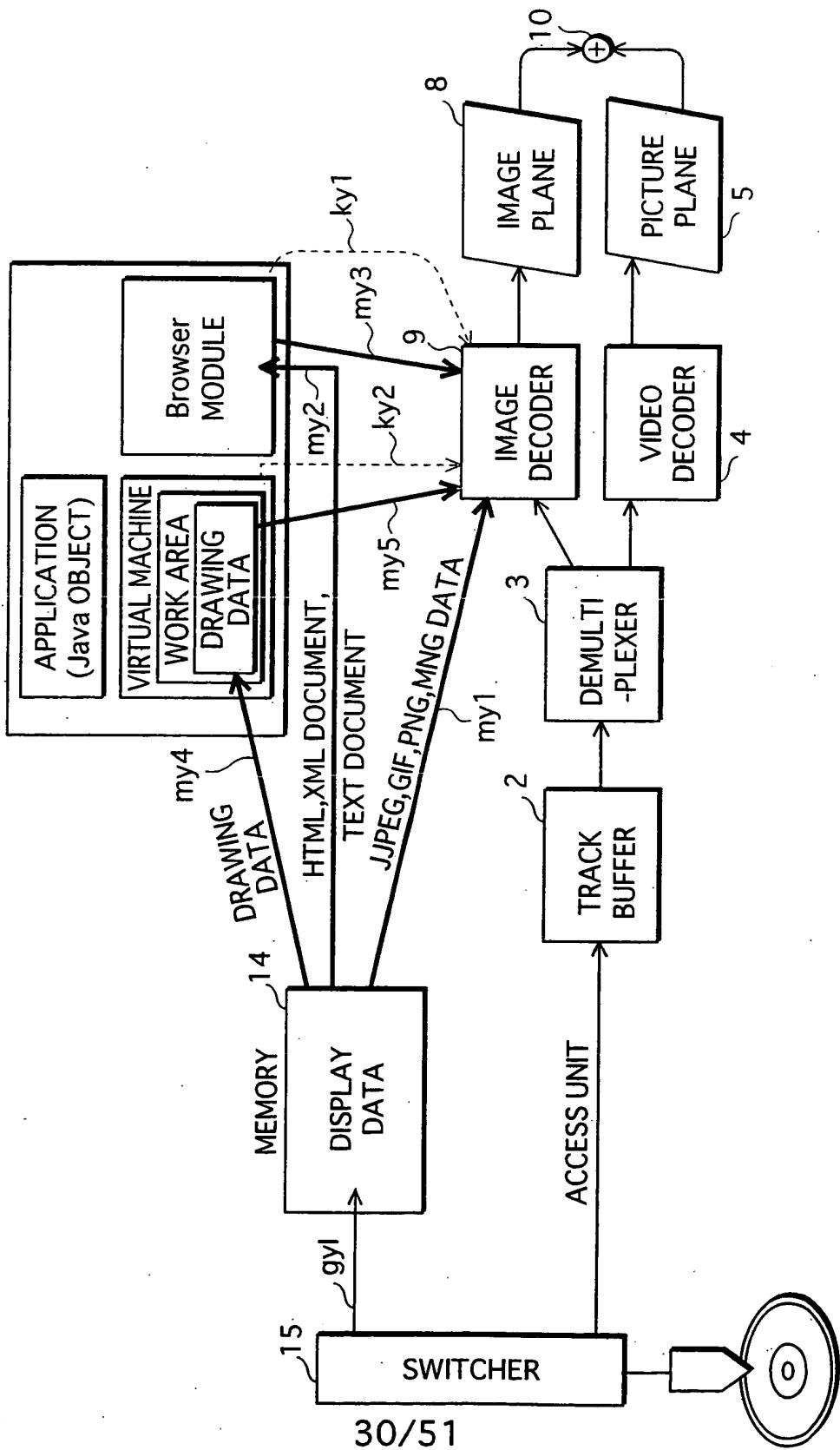


FIG.31

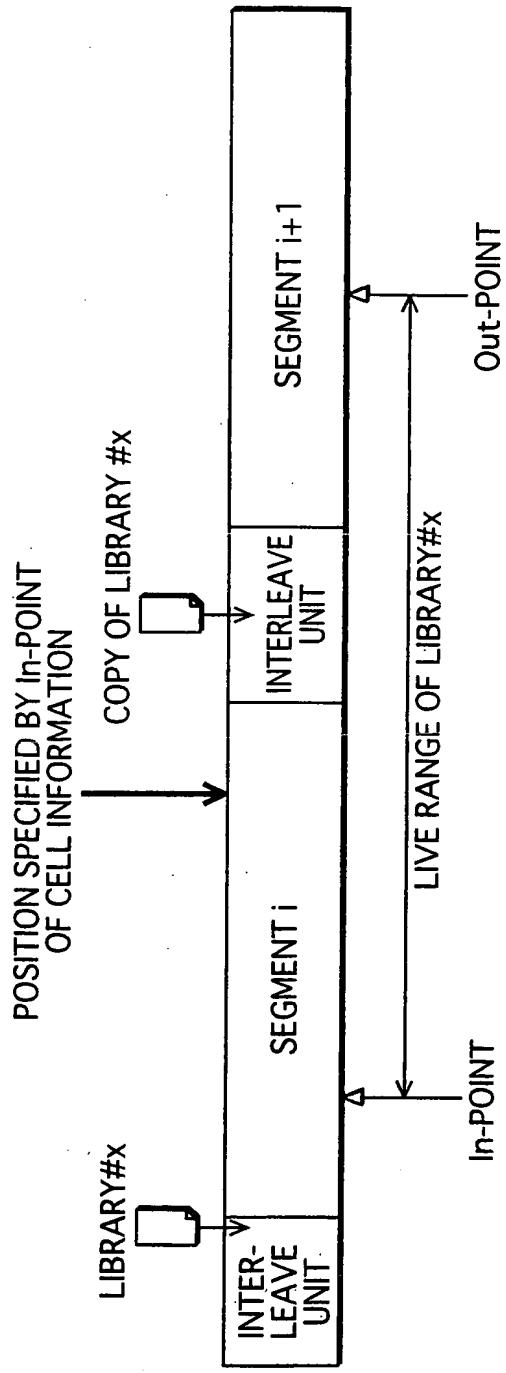


FIG.32

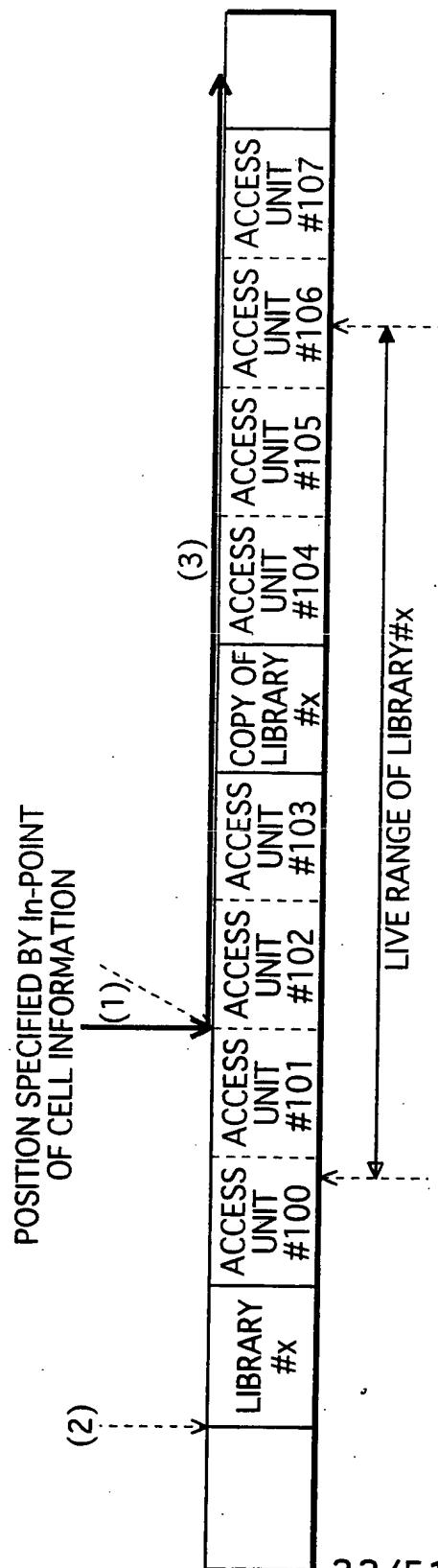
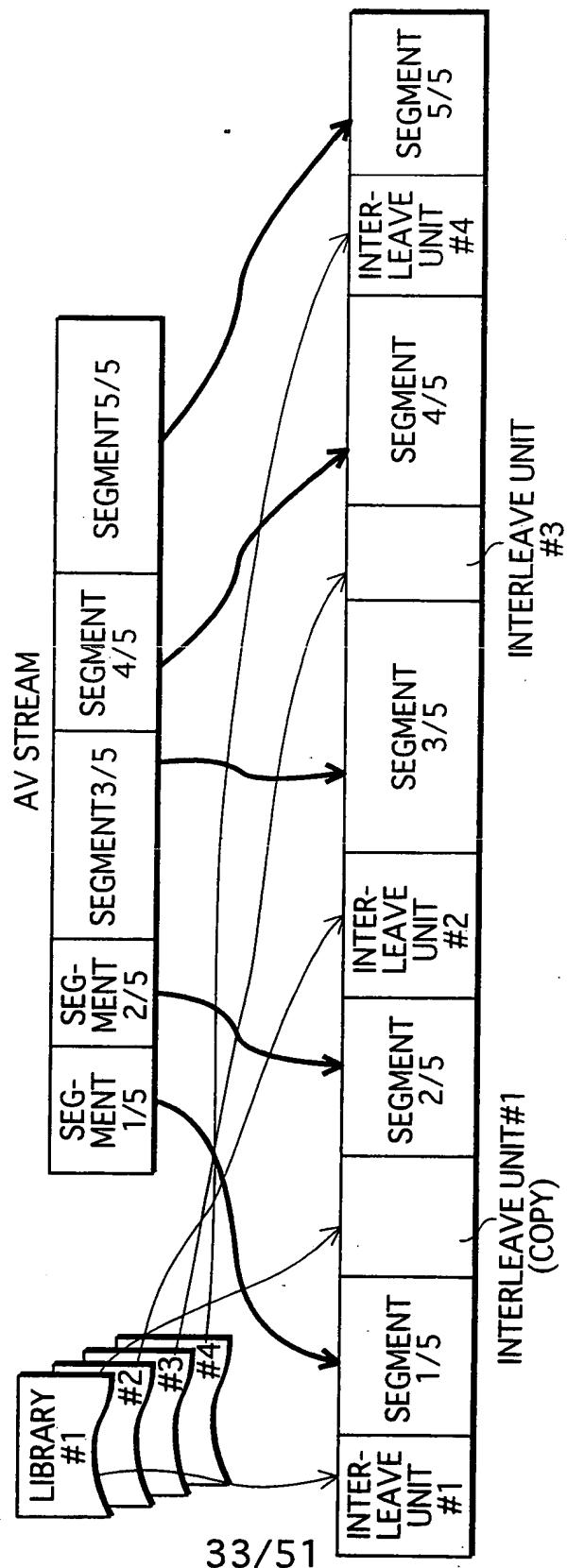
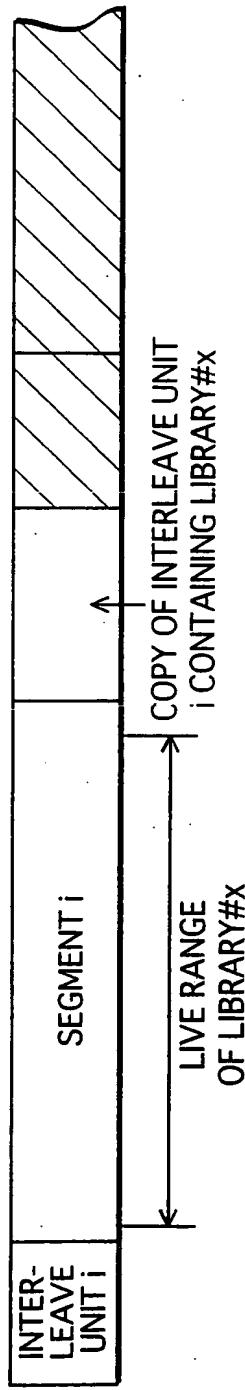


FIG.33



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FIG.34A



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FIG.34B

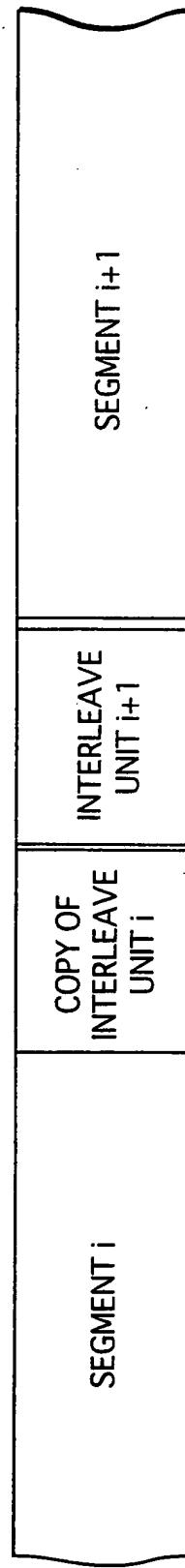


FIG.35

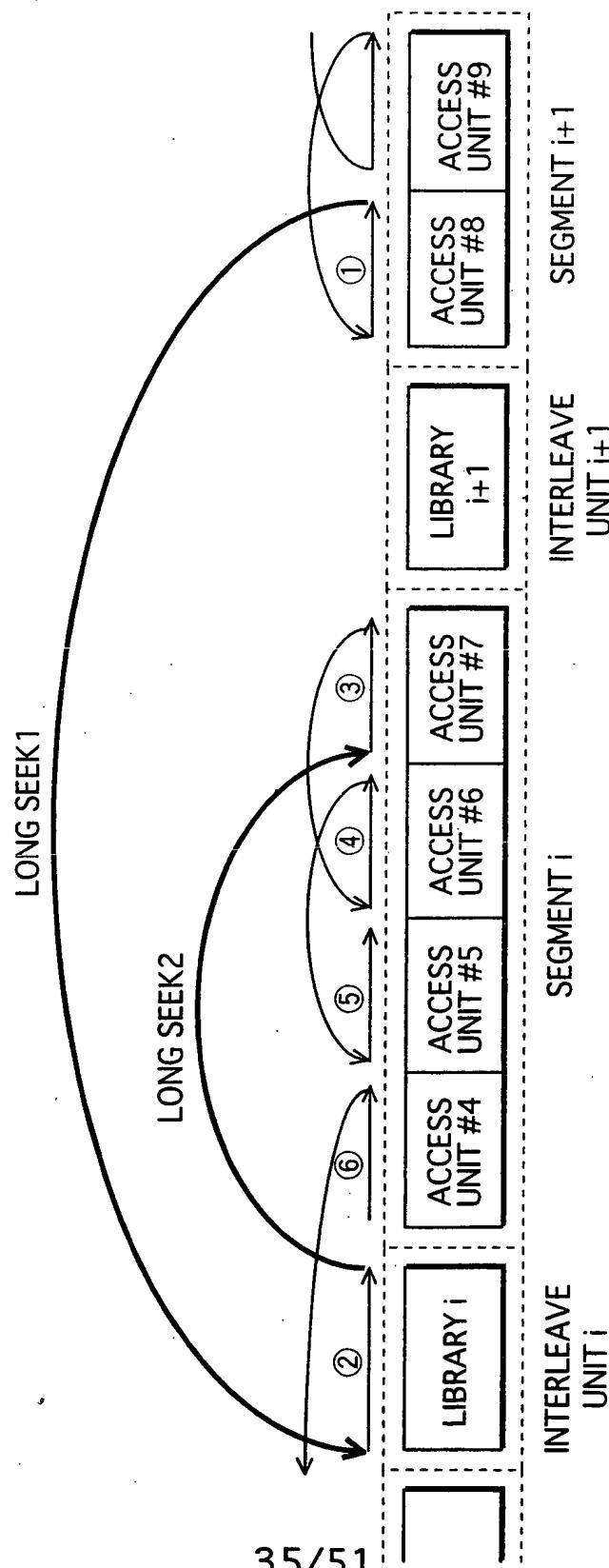
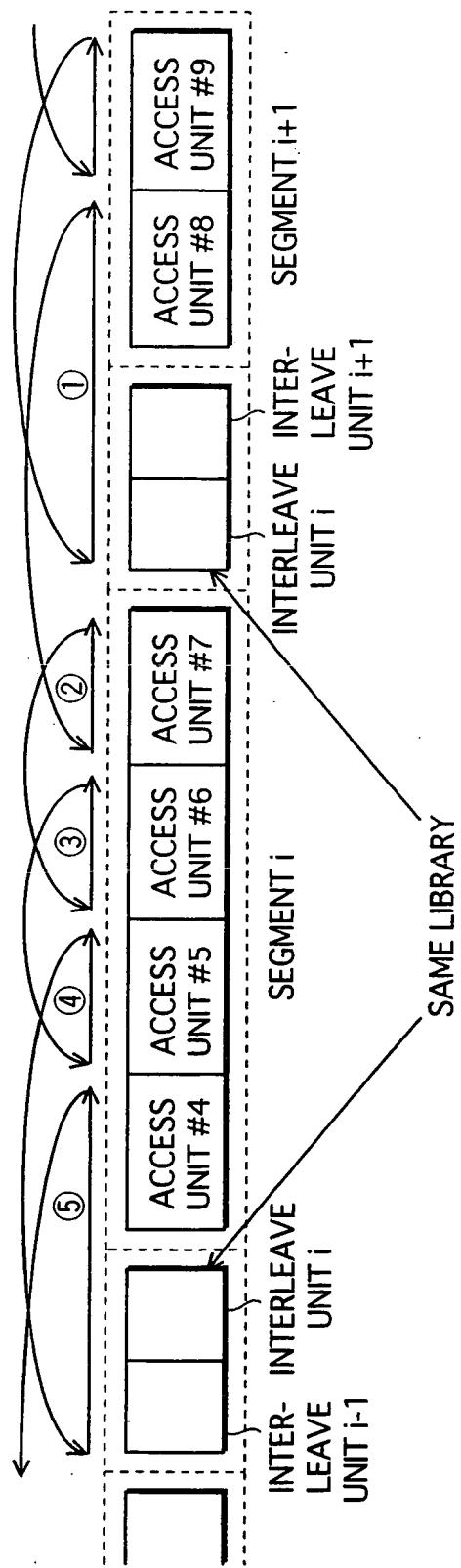
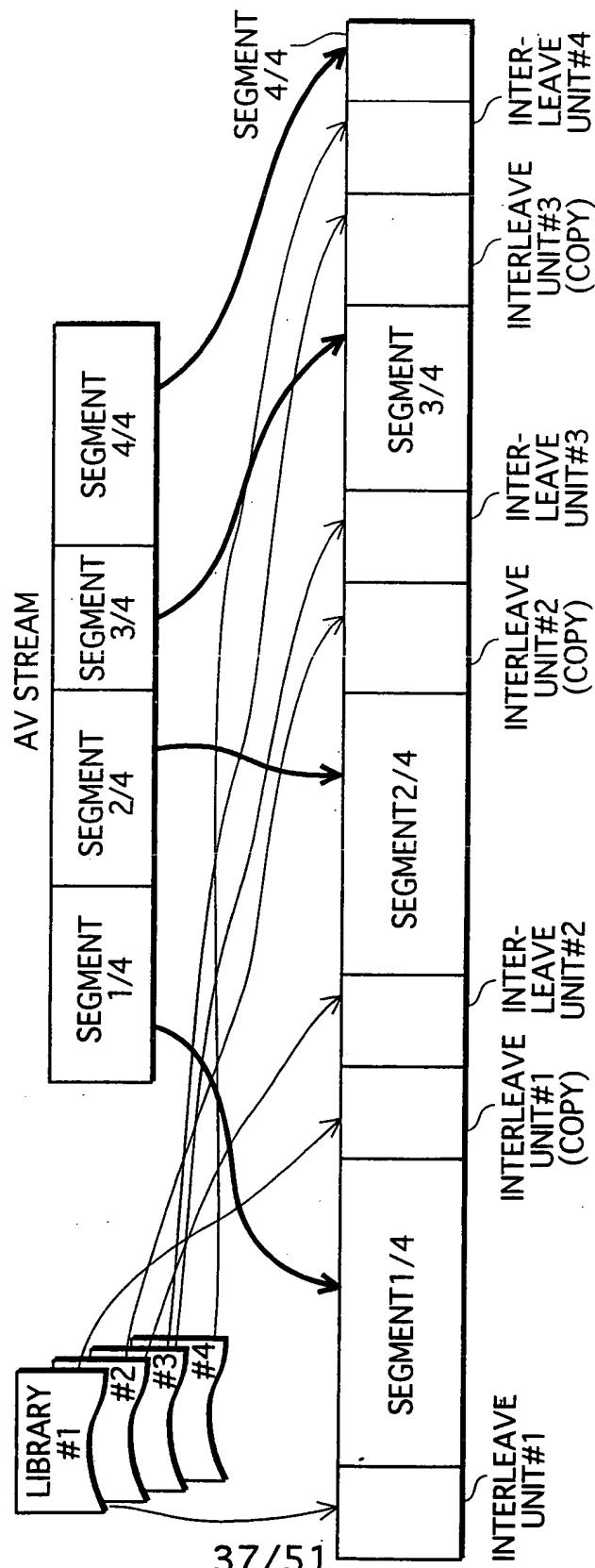


FIG.36



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FIG. 37



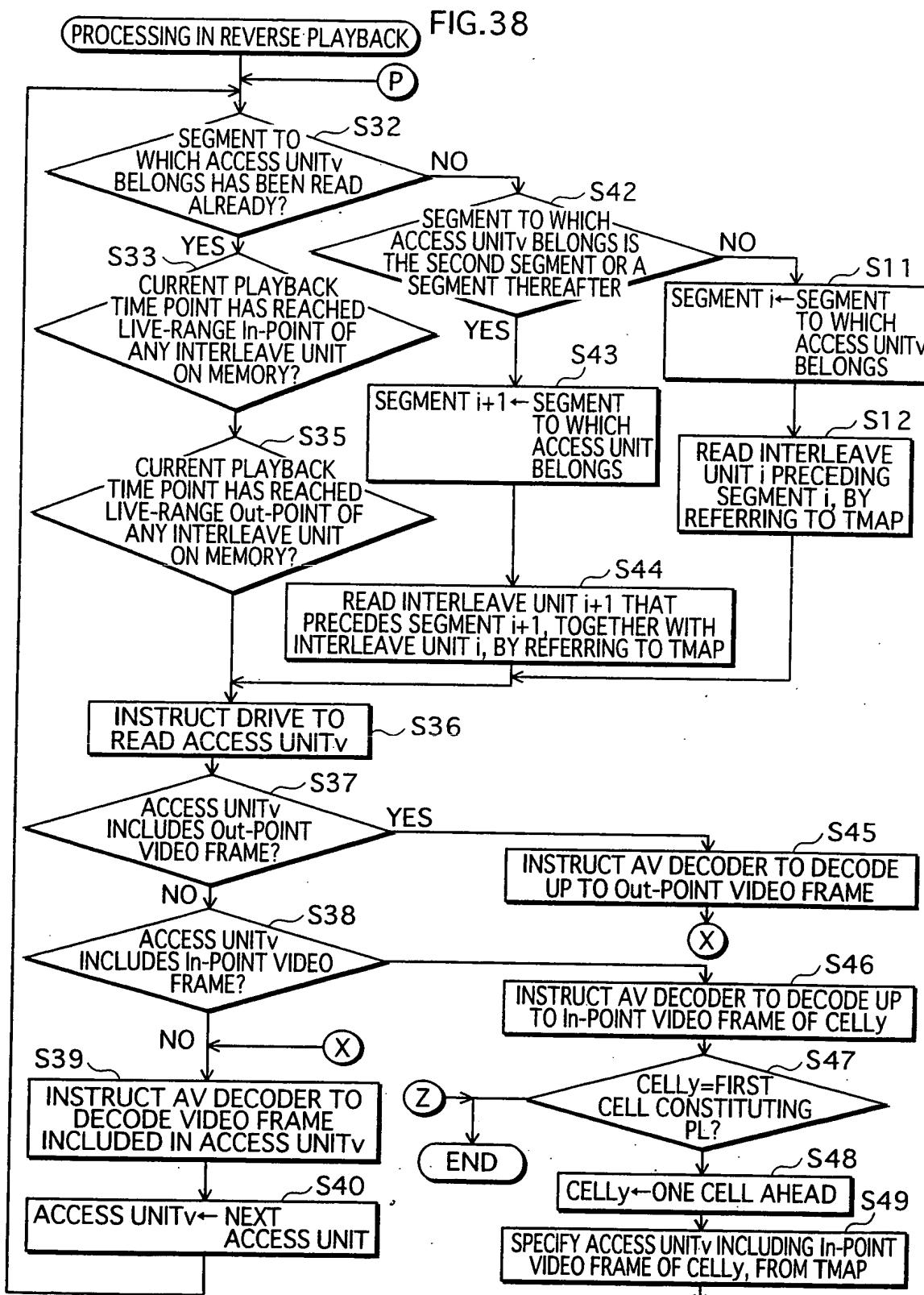


FIG. 39
APPLICATION FORMAT

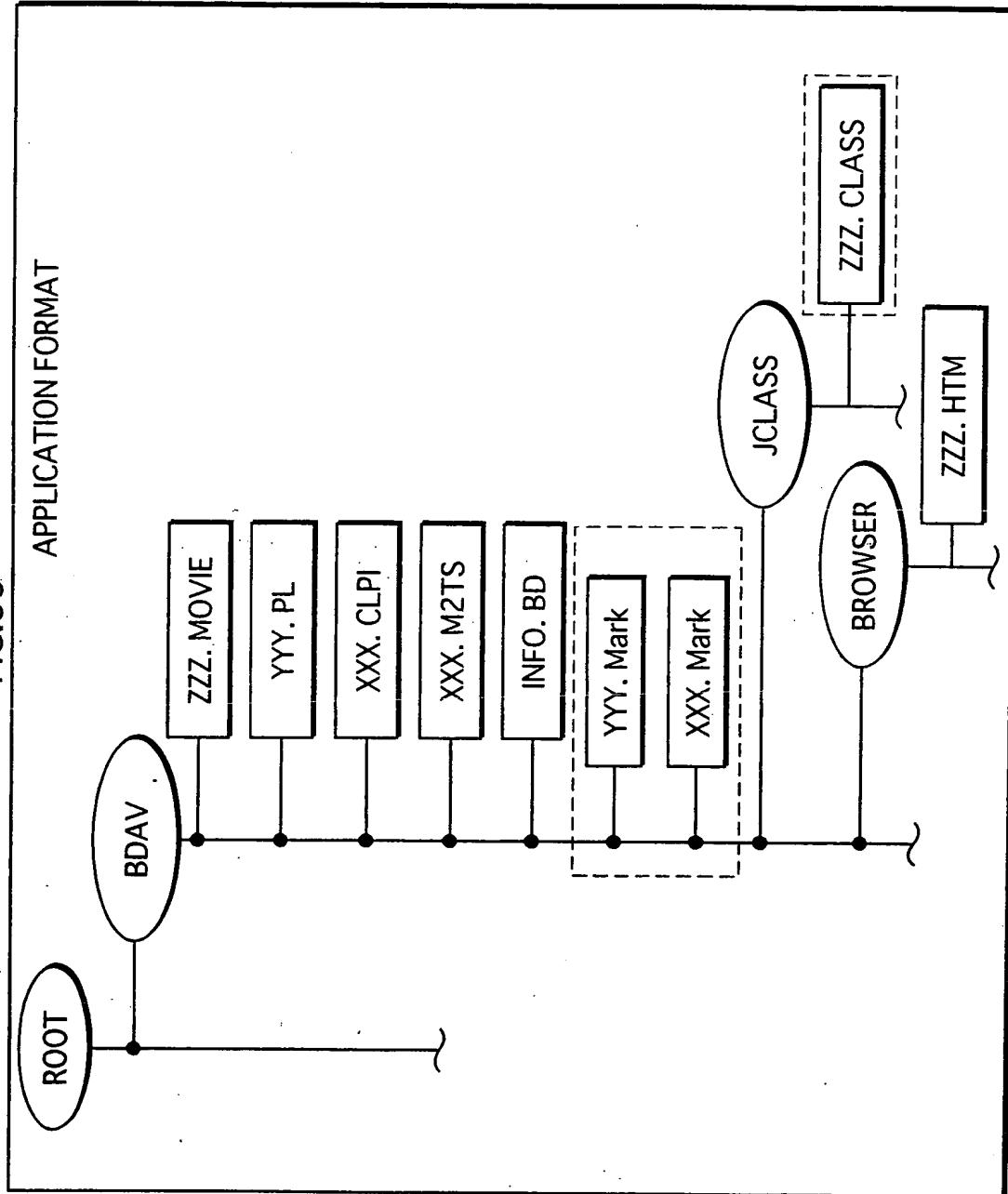


FIG.40

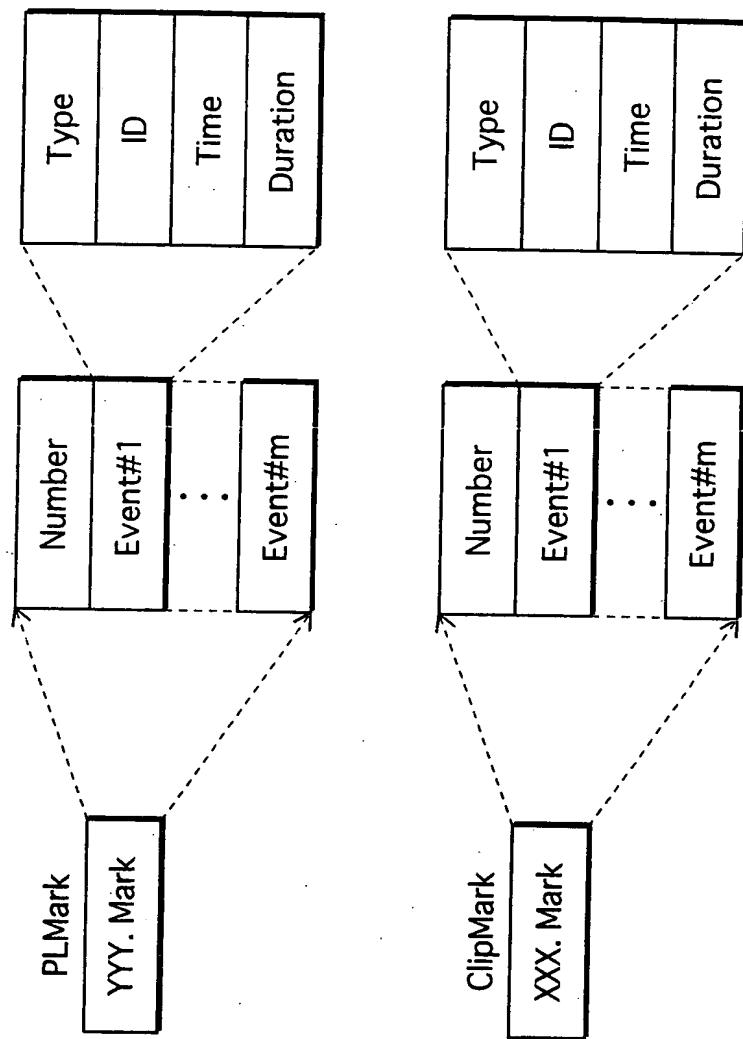


FIG.41A

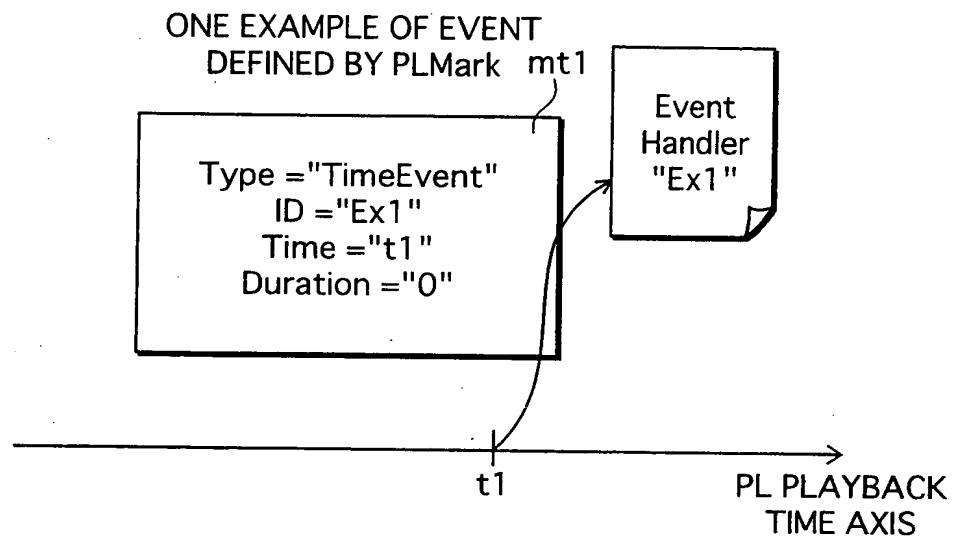


FIG.41B

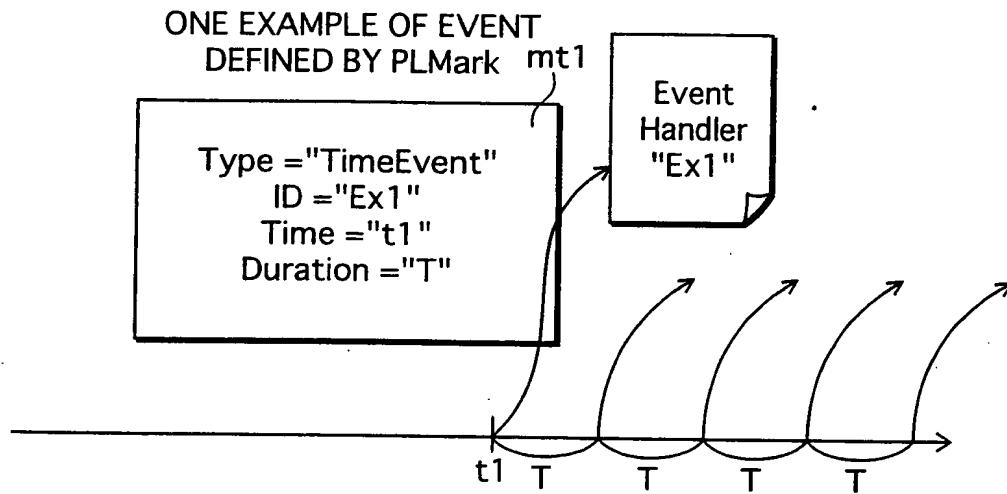
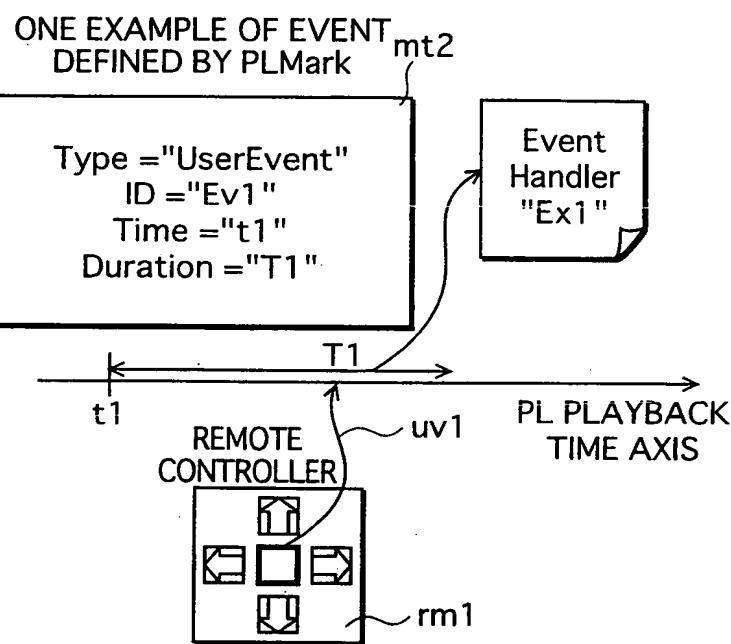


FIG.42



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FIG.43

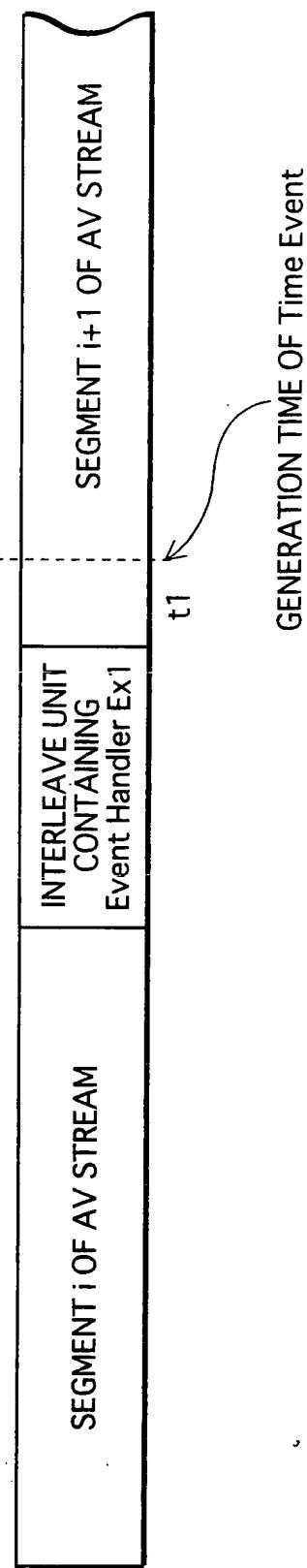
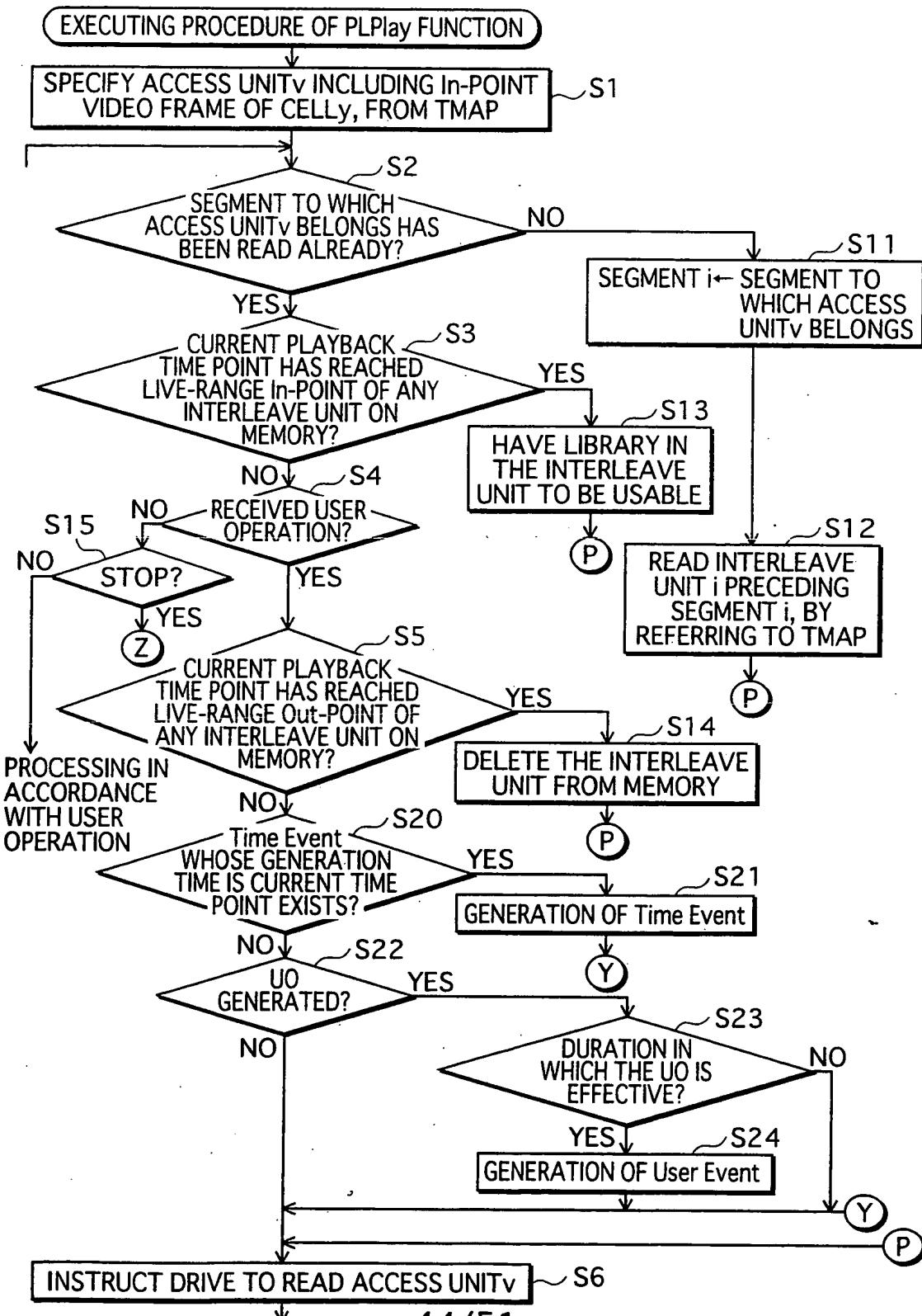


FIG. 44



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FIG. 45

STATIC SCENARIO

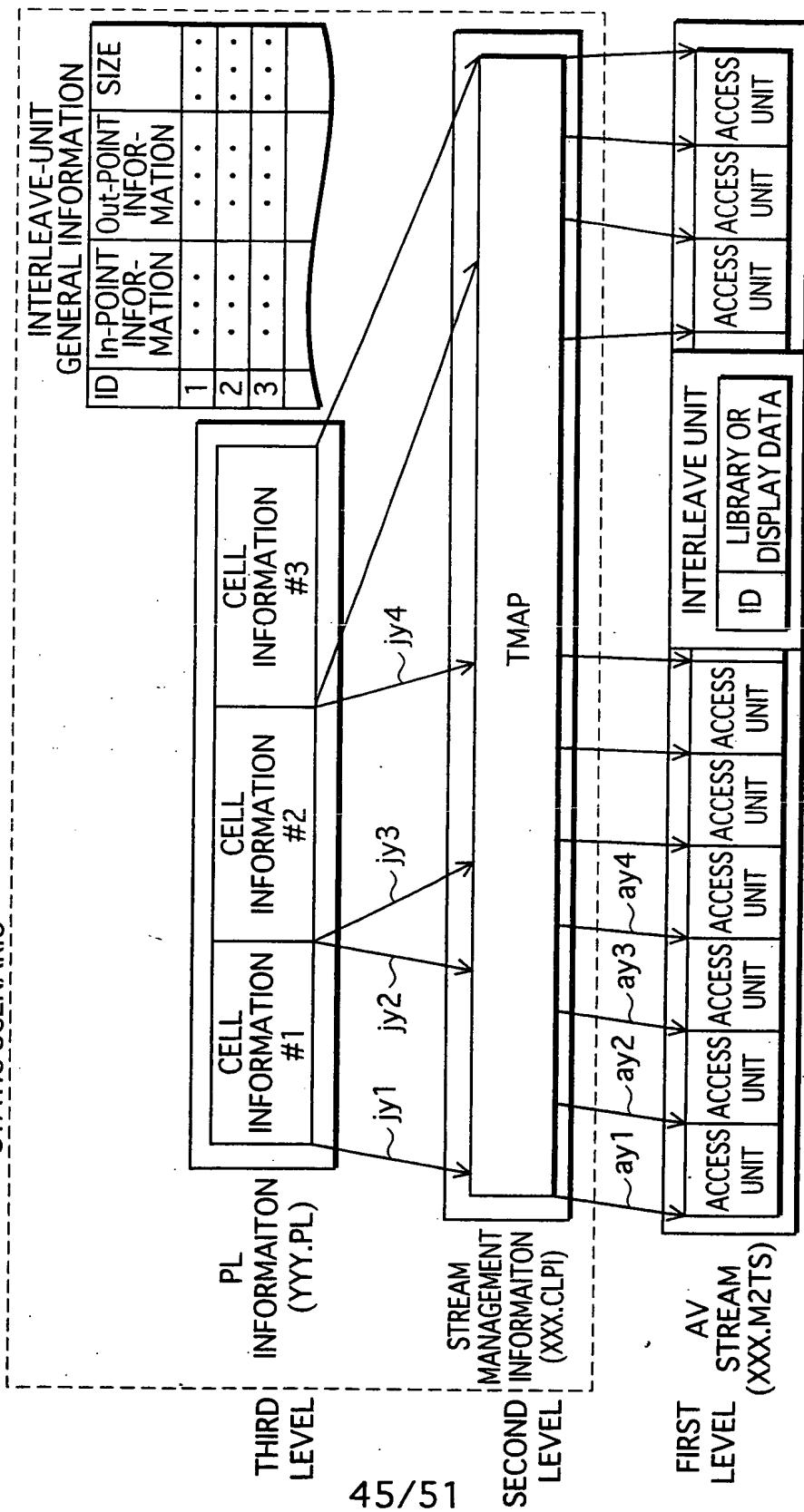


FIG. 46

INTERLEAVE-UNIT GENERAL INFORMATION

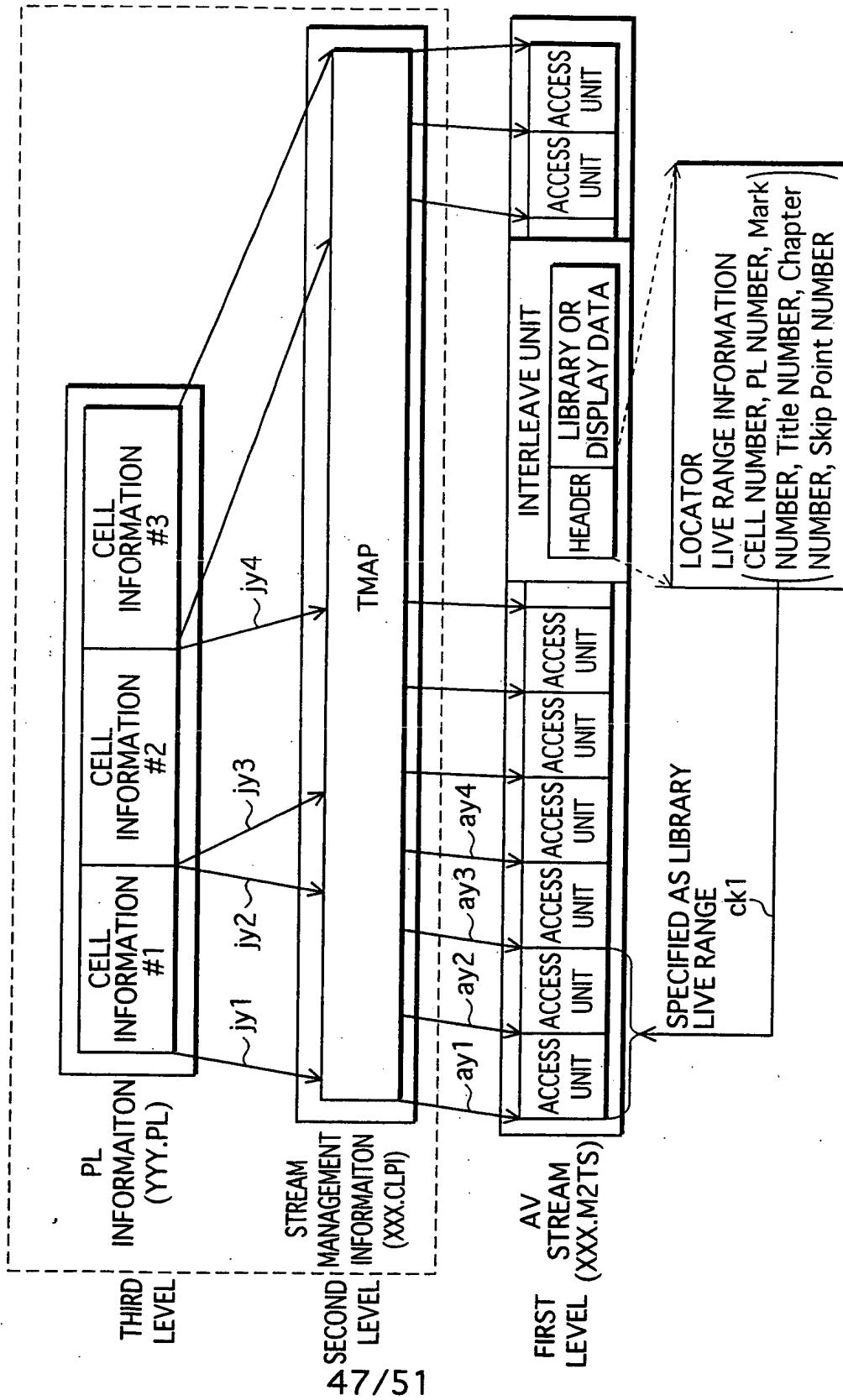
ID	In-POINT INFORMATION	Out-POINT INFORMATION	SIZE
①
②
③

SEGMENT 1/4	INTER-LEAVE UNIT ID=1	SEGMENT 2/4	INTER-LEAVE UNIT ID=2	SEGMENT 3/4	INTER-LEAVE UNIT ID=3	SEGMENT 4/4

AV STREAM

STATIC SCENARIO

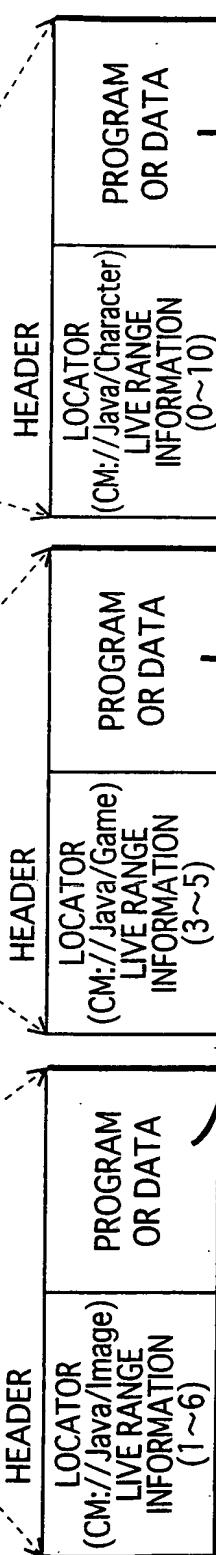
FIG. 47



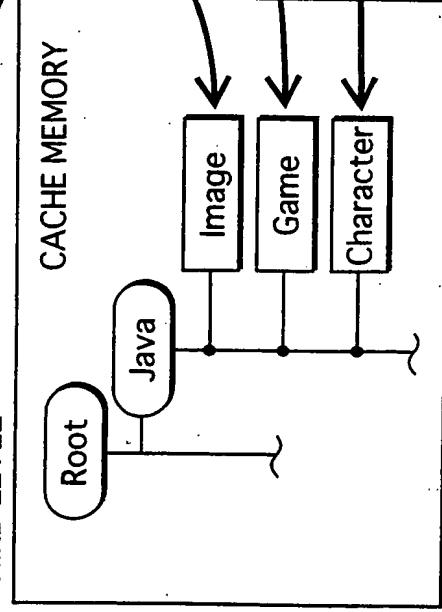
FIRST LEVEL: AV STREAM



SECOND LEVEL:
 INTERLEAVE UNIT HEADER



THIRD LEVEL



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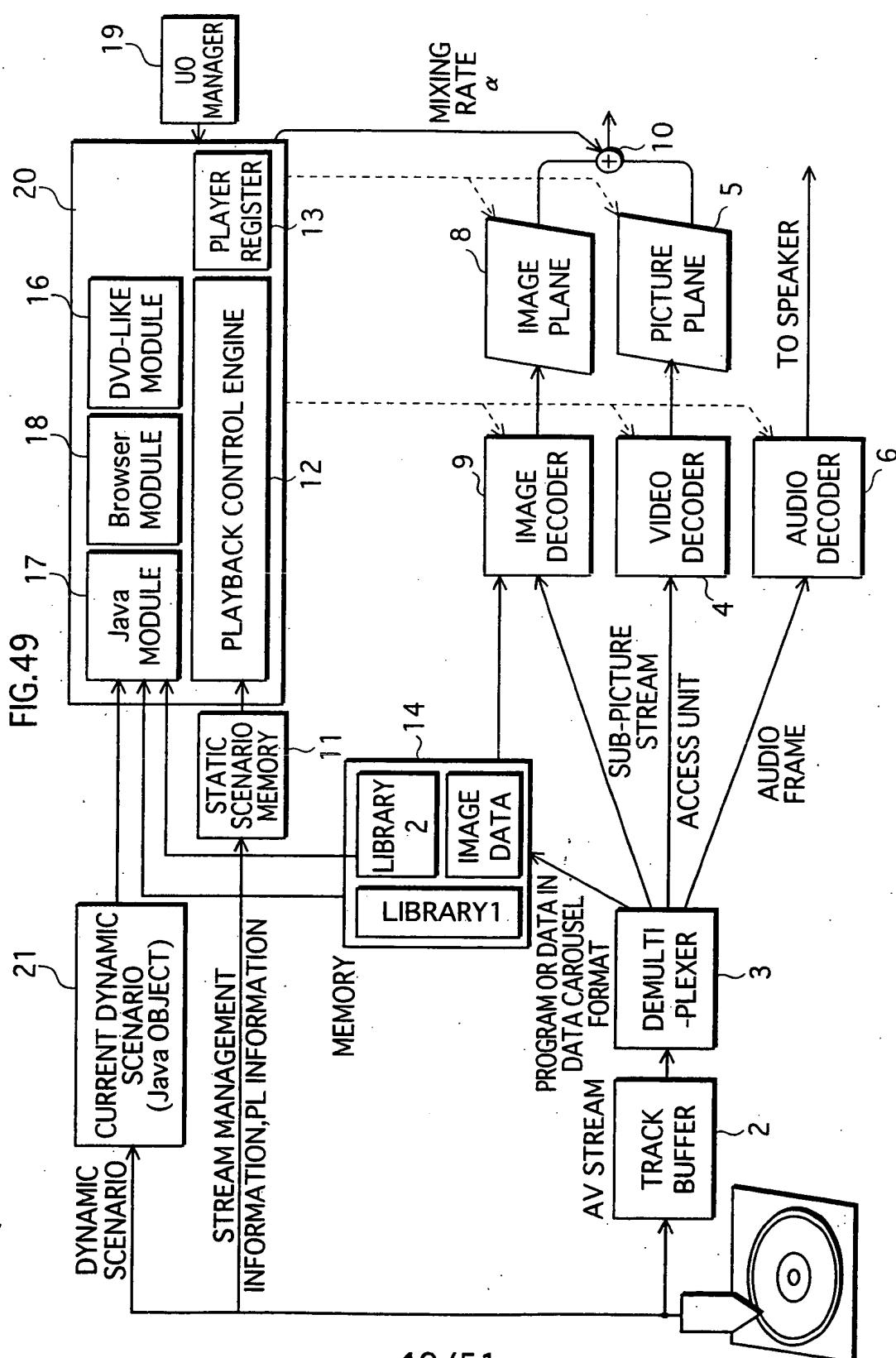


FIG.50

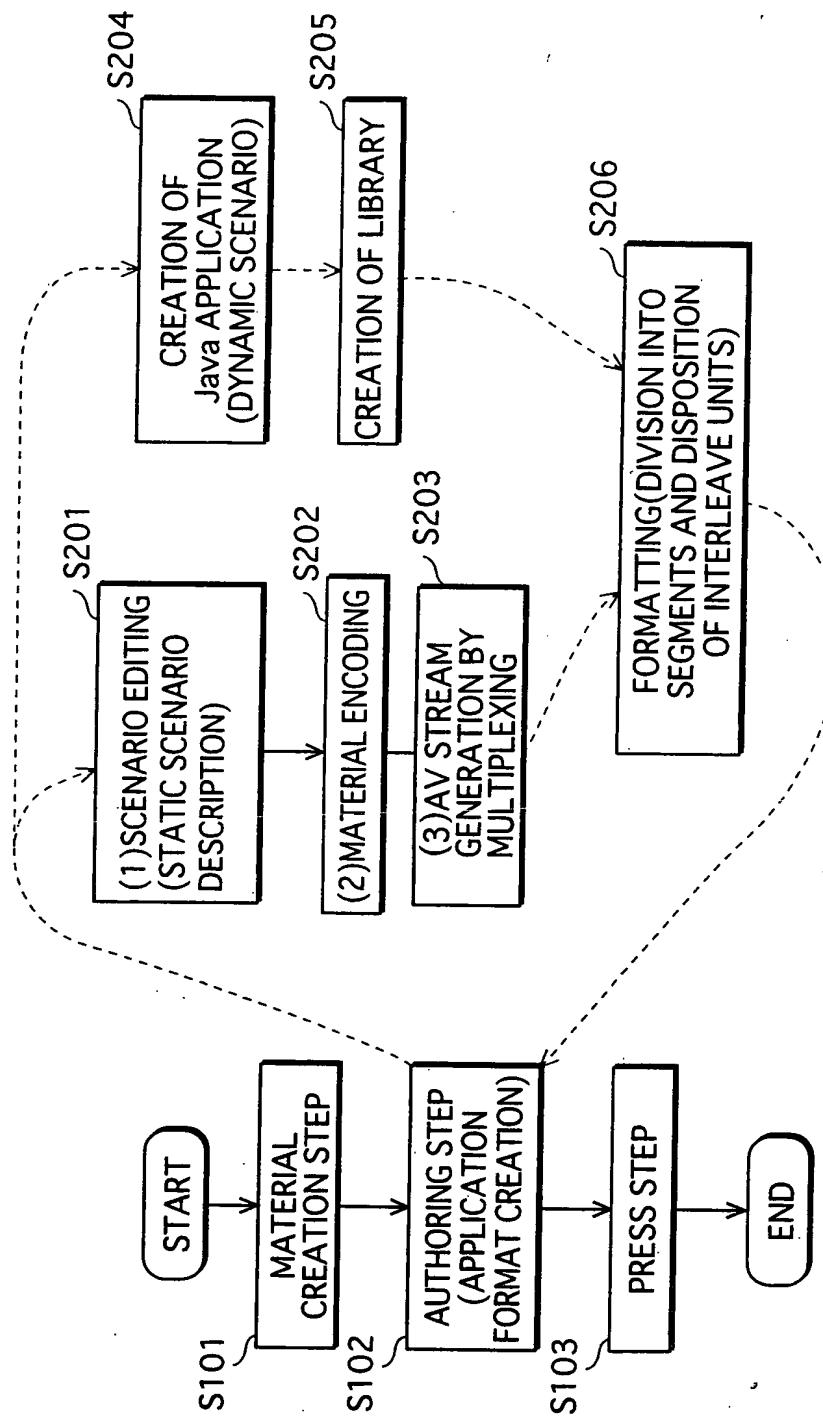


FIG.51

INTERLEAVE UNIT

